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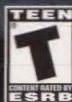
# BEYOND GOOD & EVIL™

OFFICIAL STRATEGY GUIDE

BY RICK BARBA



This game  
has received  
the following  
rating from  
the ESRB:



Covers All Platforms



UBISOFT™





# BEYOND GOOD & EVIL™

OFFICIAL STRATEGY GUIDE

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# INTRODUCTION

Welcome to the official strategy guide for one of the coolest and deepest games of this (or any other) year. *Beyond Good & Evil* is the tale of Jade, a young woman seeking the truth about her home planet's dire predicament...and about her own mysterious past. It combines a rich, character-driven story with stunning action and clever, puzzle-solving adventure.

Our step-by-step walkthrough guides you through every important nook and cranny of the game. But let's start by taking a look at the characters, weapons, enemies, and various objects and items you will encounter in *Beyond Good & Evil*. Our descriptions include tips and tactics for dealing with each.



# MAIN CHARACTERS



Jade is the plucky heroine of *Beyond Good & Evil*. Orphaned at a very young age, she's been raised by her adoptive uncle Pey'j on Lighthouse Island. With Pey'j, Jade cares for a number of children orphaned by the ongoing war with the alien DomZ. Founder and sole proprietor of Jade Reporting, she's an accomplished photographer who supports herself and the Lighthouse kids by taking photography jobs from a wide array of clients. Her days of roaming the tough Hillyan back streets have helped her become a master of the Dai-jo stick.



## PEY'J



Meet Jade's adoptive uncle and cantankerous right-hand pig. Pey'j is a mechanic and inventor—indeed, a couple of his inventions play a large role in this adventure. Use his Super Action Jet Boots stomp to bounce certain opponents into the air so Jade can bat them into distant targets. His dogged (or perhaps we should say pigged) loyalty keeps him at Jade's side despite his reservations about the evolving adventure.

## GENERAL KEHCK



A master of propaganda, Kehck is commander of the Alpha Sections protecting the good planet Hillys from the DomZ invaders. You and other Hillyans see his face glaring daily from widescreen displays around the city, stirring up the masses to support and join his Alpha units against both the DomZ and the subversives of the terrorist IRIS Network.

## DOUBLE H



A former member of the Hillyan regular army (*not* the Alpha Sections), Double H is the code name for the premier agent of the rebel IRIS Network. He wields a wicked T-hammer with its powerful Super Action blow, and his "perforating helmet" can ram through thick metal bars. Like Pey'j, his loyalty to Jade will be rock solid and unshakeable.

## THE GOVERNOR



The elected head of the Hillys government is strong, levelheaded woman who has her doubts about the claims of all parties in the three-way struggle between the DomZ, the Alpha Sections, and the IRIS Network. She's willing to help do whatever it takes for her loyal Hillyan citizens...but she wants to see proof in the form of photo reports before she takes action.

## HAHN



This man claims to represent a mysterious client known as Mr. De Castellac, who hires Jade for some dangerous photographic work on Black Isle. But rumor connects the pair to the shadowy IRIS Network, an underground organization opposed to the Alpha Sections.





## VENDORS

Shopkeepers offer Jade important items for purchase. Hillys also features numerous K-Bups vending machines filled with various health and repair items. You can find these at almost every location in the game. But certain expensive or underground items are available only at the vendor shops.



### THE MAMMAGO BROTHERS

Hal, Issam, and Babukar offer repair services and upgrades for your vehicles. Pey'j thinks they overcharge a little bit—okay, a *lot*—but the Mammago boys have cornered this market in Hillys so you have no alternative. Fortunately, they play great music.



### MING TZU

When things are hectic, spend a few peaceful minutes browsing the merchandise in Ming Tzu's Shop, just off Fountain Square in the Pedestrian District. He charges premium prices, but his stuff is good—and this is the only place on Hillys where you'll find a Pearl Detector and an Animal Detector, two *extremely* useful items. Rumor has it Ming Tzu also carries the latest issues of the underground IRIS newsletter.



### NOURI

Nouri's sidewalk stand in the Pedestrian District is a place you can count on for the basic items you always need—K-Bups, Starkos, and the occasional odd Pearl.

## THE GAMERS

The Akuda Bar offers a couple of games for fun and profit if you wager and win.



### FRANCES

This Carcharodon fellow spends most of his life at the Pallet table. He's pretty good, but not as good as he thinks. Take Frances for a Pearl or two, but only when you're ready—you must wager 1000 units when playing for his Pearl. Practice a bit and try a few small wagers first.



### PEEPERS

He may be blind, but he's got a good eye for talent. And the hand is quicker than the eye in his shell game of Three Coconut Monty. Wager and play his game as often as you want, but word is that Peepers runs with a rebel crowd. So when you play, you may get more than you wagered for...



## OTHER CHARACTERS



### RUFUS

Word has it that this guy's a shark. Rufus is awfully shifty. Does he have something to hide? Careful observation from a strategic vantage can answer that question.



### MO

The friendly bartender at the Akuda Bar, Mo is a regal Taurus Sapiens. A good source of information, Mo has heard tales of a fabulous stash of Pearls in the local volcano. Is it fact or myth?



### THE LIGHTHOUSE KIDS

Jade and Pey'j have turned the old Lighthouse into a special refuge for children who've lost their parents to the ongoing DomZ invasion. As the story opens, six kids live here—Fehn, Cumi, Pablo, Kip, Zaza, and Yoa.



# ENEMIES

Foes come in all shapes and sizes in *Beyond Good & Evil*. Some are alien DomZ, some are indigenous fauna, and some are just plain mean people. You face a considerable number of robotic opponents, as well. We'll start with a look at the Hillyan Army handbook to review the techno-foes that you'll face. Then we'll examine the more organic and/or alien enemies.





# HILL YAN ARMY: CARLSON PEETERS MANUAL

## OPUS 23: D & D (DEFENSE & DETECTION)

### ALPHA SECTIONS



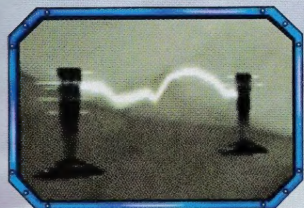
#### Equipment

- ▶ **Laser-proof Armor**
- ▶ **T-Hammer**
- ▶ **Respiratory autonomy (breathing tank)**

These mercenary soldiers are the most numerous enemy you face in the game...though not necessarily the enemy you *fight* most. In fact, it is possible (and desirable) to move with such skillful stealth that you fight very few Alpha Sections in *Beyond Good & Evil*. Each unit's small-visor helmet and breathing apparatus limits his view and lowers his hearing ability. So it is relatively easy for Jade to creep behind and even alongside an Alpha Section without being detected.

If you do get caught (or you just like to fight), beware the Alpha's powerful T-Hammer blows. Hammer hits can inflict a *lot* of damage on you. Alpha Sections also wield an impenetrable shield. But his Achilles heel is the oxygen tank on his back. One hit and the tank malfunctions, disabling the soldier. Nail the tank from afar with a Gyrodisk shot, or slide sideways and target it with stick blows in melee combat.

### ELECTRICAL BARRIER



These are removable self-powered generators for blocking small passages.

You can't dive over or duck under these powerful barriers. The only way to disable them is to knock a metallic object into the current to short it out. In the game, two military robots come in handy for this purpose—the Cyclops and the XB-24. (More on these below.)

### CYCLOPS ROBOT (CYCLOPIUS UNIT M39)



#### Equipment

- ▶ **Defense laser (force 5)**
- ▶ **Anti-shock armor**
- ▶ **WARNING: Keep clear of electrical fields**

Ha! The listed "warning" is the secret to defeating this unit. Its anti-shock armor makes it impossible to destroy with just your Dai-jo stick. But for some reason, those brilliant Alpha Section defense specialists almost always deploy Cyclops robots in conjunction with an electrical barrier. So you can bash the robot (dodging its powerful laser, of course) right into the barrier, destroying both the robot and the barrier.



## **XB-24 ROBOT (TRANSPORT UNIT)**



### **Functions**

- ▶ ***Surveillance***
- ▶ ***Transport small objects***
- ▶ ***Light armor (Invulnerable when glowing)***

Lethally goofy, and goofily lethal. The XB-24 may look and sound offbeat or even “cute,” but don’t be fooled. When it glows red, get away! Not only is it invulnerable when glowing (as mentioned in the report above), but any contact with a glowing XB-24 inflicts serious damage. So time your attacks to strike when the XB-24 is not glowing.

Tip: Teamwork can make XB-24 battles much easier. When Jade confronts an XB-24, press her partner’s Action button (whether Pey’j or Double-H) to trigger a ground-pounding special attack. This bounces the robot up into the air. Quickly punch Jade’s attack button while the XB-24 is still airborne. She shifts into her slow-motion swing, finishing with a powerful swat that bats the robot like a baseball. Use this combo attack to knock XB-24s into electrical barriers, too.

## **DEFENSE MINES**



### **Function**

- ▶ ***Protection of aquatic accesses***

Defense Mines block channels or moat entrances. Contact with your hovercraft triggers an explosion that inflicts heavy damage on the vehicle but leaves the big blocking mine completely intact. Unfortunately, your hovercraft’s Neutralizing Cannon has no effect on these mines, either.

Defense Mines can be destroyed in two ways. One, you can push large floating metal boxes into them. For some reason this triggers a massive explosion that eliminates the mine. Another way is to lead a tracking torpedo into the Defense Mine. (Drones with torpedo launchers are often in the area of a Defense Mine deployment.)

## **SURVEILLANCE ROBOT**



### **Functions**

- ▶ ***Perimeter security***
- ▶ ***Defensive shooting***
- ▶ ***Twin gas propulsion***

The two green “eyes” on this robot are its gas propulsion tanks, and these are its weak spots. When a Surveillance Robot attacks, it stays out of melee range, so you must fight back using the Gyrodisk glove. Aim for the tanks! One good shot can destroy each tank.



## DETECTION DRONE



### Functions

- ▶ **Perimeter surveillance**
- ▶ **Radio connection with Torpedo Launcher**

This robot patrols high-security water accesses. Anything revealed in the Detection Drone's powerful searchlights triggers the immediate launch of tracking torpedoes that hone in on the revealed target. The drone is a slow-moving unit, so your hovercraft can easily avoid its detection beam. But in some cases (see Defense Mine above) you actually *want* to be detected and attract a torpedo launch.

## TORPEDO LAUNCHER



### Functions

- ▶ **Fire guided torpedoes**
- ▶ **Works with Detection Drone**

This unit fires a guided torpedo that hones in on targets revealed in the searchlight of a Detection Drone. The torpedo's top speed is roughly the same as that of your hovercraft, so you can outrun a torpedo (especially if you activate a Boost capsule) or lead it into other targets.

## M5 LASER TURRET



### Functions

- ▶ **Detect and follow intruders**
- ▶ **Defense laser (force 5)**

This turret fires a very powerful laser beam that can almost instantly incapacitate or kill. Fortunately, the M5 Laser Turret is not very "observant" and activates only when other units such as Alpha Sections detect and confirm your presence. In fact, you can walk right past most M5 Laser Turrets.

## SURVEILLANCE MODULE



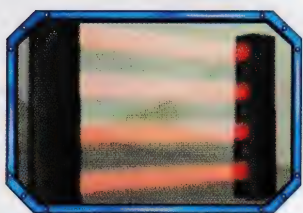
### Functions

- ▶ **Rapid securing of a zone**
- ▶ **Activation with radio authorization**

Alpha Sections call in these units after a full intruder alert to secure the area if no intruder was found. The module shoots blazing light beams throughout the room to verify full clearance. Creep away from it into dark areas and stay down! Occasionally you'll encounter a Surveillance Module patrolling above a corridor or other traveled area. Avoid its blue detection beam.



## BARRIER ALARM



### Functions

- ▶ **Activate/Deactivate in case of alarm**
- ▶ **Ineffective against military armors**

These red laser barriers have activation switches, so you can turn them off if you can reach the switch. When an alarm sounds, however, they activate and block passages for the length of the alarm. Note that Alpha Sections and Double H (with their military armor) can walk right through these barriers.

## PERMANENT BARRIER



These blue laser barriers allow no passage and cannot be turned off. However, they do allow Jade to see what lies beyond the doorway, which can provide valuable information. Alpha Sections and Double H can walk through these barriers without damage, thanks to their military armor.

## OTHER ENEMIES

### SPECTER

Technically known as the species *Sarcophagus Domzii*, these creepy alien creatures capture and encapsulate live victims for transport to who knows where. They tend to attack in large groups. Their bony structures are easy to shatter, however, with a few well-placed Dai-jo blows.



### REAPER

This monstrous meat-eater is a terror to behold and very difficult to defeat. Reapers (species *Cyclopeus Palustris*) can leap great distances in a single bound and spit a wide spray of green acid projectiles. In close, they can rip you to shreds with just a few swipes of their razor-sharp claws. But the Reaper's big single eye is quite sensitive, and Gyrodisk shots make him cover up. Thus you can fire disks to keep him from attacking, then slip in closer to land first blows and get him reeling.



### DOMZ SERPENT

Several of these gargantuan, segmented beasts (species *Teratosaurus Imperator*) descend from the sky in the game. Get your vehicle—your hovercraft or, later, spaceship—on its tail, firing target-tracking shots with your Neutralizing Cannon as the Serpent weaves around the bay. Solid hits knock off the Serpent's tail segments one by one, until only its head remains. The head segment alone is quite maneuverable, however, so you have to work hard to track and finish off the beast.



### DOMZ MONSTER

Jade goes eye to eye with this massive DomZ monstrosity at the very beginning of the game. Nice way to start! The creature's great green eye seems to peer right into her very soul. She will tangle with an even more lethal version of the tentacled beast much later in the game.





## CROCHAX VELOX

This huge mutant dragonfly attacks ferociously if you wander into its prowling area. Although the Crochax flies, it has no ranged attack—it can't damage you from a distance—so it must fly in close to shriek and bite and try to pin you to the ground. Swing away with your Dai-jo and keep facing the nearest attacker—don't let it dart away then flank you. Watch your back! Crochax tend to swarm in small groups, but they attack one at a time, so just keep whacking away at the nearest beast.



## VORAX NOCTURNUS

Its species name, Nocturnus, tells the story. The Vorax flies only in the dark. This is essentially the "night version" of the Crochax. Its shape and features are somewhat different, but its attack is definitely the same—a fluttering, probing assault with gruesome jaws and an unnerving screech. Keep an eye on any Vorax that withdraws—it merely seeks to attack from another angle. When it gets close enough, beat it senseless with a stick.



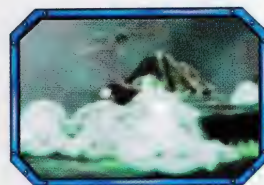
## PALINURUS RUPESTRIS

This creature is the organic version of the XB-24 military robot—goofy but deadly. Plus, as with the XB-24, you can pop a Palinurus up in the air with your partner's (Pey'j or Double H) special ground-pounding attack, then trigger a slow-motion swing to bat the big-eyed beast into a distant target. Good for knocking down raised ramps or shattering high Materia crystal deposits.



## CYANEA URTICA

Too bad such a beautiful creature has to be so darned hostile. This fluttering, floating "jelly" (as Pey'j calls it) is easy to defeat—just one or two Dai-jo hits clobbers it. But jellies tend to attack in groups, so be quick with the stick.



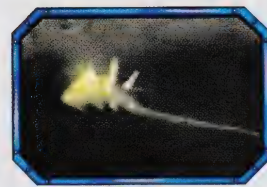
## PELAGIA PACHYDERMIS

This tougher, more lethal medusa mutation features a ring of sharp claws and a thick, rugged epidermis making him much tougher to kill than its Cyanea cousin. Usually seen in combination with schools of jellies, the Pelagia should be your first target when wading into the medusa madness.



## TRILOBITES SALTANS

These vicious, hopping scourge appears only once in the game, but it's quite an appearance—a biting, stinging, lethal Trilobite frenzy, wave after wave, in a room with no escape! All you can do is keep moving and hammer away with your stick until every last one is exoskeletal mush.



## RATTUS GIGANTEUS

These disgusting vermin (species *Rattus Giganteus*) appear in many backrooms, closets, and crawlspaces around Hillys. Their bite hurts, so don't let them get close—kick rats immediately. In fact, if you're not hiding from Alpha Sections, make it a point to hunt down and stomp every rat in the room before you proceed. One kick per rat is all you need.



## MACROPODIA OMNIVORA

Like rats, these biting slugs are little more than an annoyance, but they can hurt you if you ignore them. Kick quickly when you find a Macropodia in your path.



## ARACHNOBLAST

This huge Alpha warship is the also the flagship of General Kehck. It fires powerful, force 10 laser bursts, releases killer drones, emits deadly force fields, and can capture and haul its vehicular victims behind it using a tractor beam. If caught in its spidery clutches, your only recourse is to shoot out its red propulsion engines, one by one. Of course, the Arachnoblaster has many backup systems, so the task is formidable.



## ALPHA MINI SPIDER

Jade runs into these nasty little gadgets only once in the game—they pour out of a service elevator in the Nutripils Factory. Attacking in swarms, Alpha Mini Spiders fly and twirl around their victims, but each spider is easily dispatched with one good swat from your Dai-jo stick.





# ITEMS





## WEAPONS

Jade fights with just two different weapons in the game (not counting the burning branch she uses in the game-opening Specter fight). Here's a look at both of them.

### DAI-JO STICK



Jade's primary fighting tool, this mystical, ancient staff hits with great power and precision. To use it, just push the control stick in the direction you want Jade to attack, then press your Action button to swing. Quick, repetitive taps of the button triggers a "whirlwind attack" that can strike enemies on all sides.

The Dai-jo stick also helps Jade summon her Super Attack—as the manual explains, "the power that sleeps in Jade wakes up" and releases its Dai-jo energy in a powerful discharge. Simply hold down the Action button to gather the energy, then release the button to discharge the pent-up energy.

### GYRODISK GLOVE

This tool is more than a weapon, although it is your only alternative in certain fights. The game manual says, "The glove generates and projects small disks of energy that can activate mechanisms from a distance and can sometimes even affect small animals." Remember to fire disks at otherwise unreachable wall switches.

Important: disk shots may "affect small animals," but a single energy disk can also completely disable a formidable Alpha Sections guard if fired into his breathing tank. This invaluable technique lets Jade avoid a *lot* of combat damage in the game. And the Gyrodisk glove is the only weapon that works against the flying Surveillance Robots that attack in several locations.



### NEUTRALIZING CANNON (VEHICLE)



This big gun should be one of your early purchases at the Mammago Garage. Fitted on your hovercraft, it fires with decent power. However, the cannon's best function is its triple-shot, target-tracking mode. Just hold down the firing button and aim the green targeting reticule in the vicinity of a target. The cannon's targeting system "locks in" on available targets—three red targeting circles shrink around the target(s) to indicate this lock. Then immediately release the firing button to unleash three powerful tracking shots that home in on the target-locked targets.

## HEALTH

*Beyond Good & Evil* features two types of health-restoring items: Starkos snacks and K-Bups boxes. Each type provides different value at different points in the game.

### STARKOS

This healthy snack restores one heart of life energy and costs 150 Materia Crystal units apiece at vending machines. Starkos are good for the early going only, when Jade has just a few hearts, or for sharing with companions at any time. Later, after you boost Jade's energy gauge capacity by acquiring PA-1 units, you get *much* more for your money by purchasing K-Bups instead of Starkos.





## K-BUPS



The breakfast of champions! Consume one box of K-Bups to restore full, glowing health. And they're a bargain at only 300 Materia Crystal units per box at your local vending machine. Consuming K-Bups is not cost efficient if you have only one or two empty hearts on your energy gauge—in that case, one or two Starkos can do the job for equal or less cost. But later in the game, when you have a larger energy capacity (10 or more hearts!), K-Bups is clearly the way to go.

As a comparison, imagine restoring nine empty hearts of energy late in the game. One K-Bups box costing 300 units does the job. To get the same boost from Starkos you'd have to consume nine Starkos at 150 apiece—a total cost of 1350 Materia Crystal units! Not a good value. To get the most for your money, wait until energy is very low before consuming a K-Bups box.

## PA-1

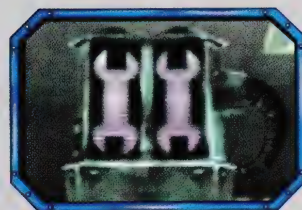
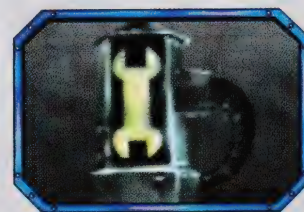
Never pass up the chance to nab or buy a PA-1. Each one adds another heart to Jade's Energy Gauge, plus restores full energy. You want as many of these as you can find, because the added energy capacity makes Jade harder to kill. Adding more and more PA-1s makes K-Bup consumption (full energy restoral) more and more of a bargain.



## MECHANICAL REPAIR

### P-O-D

This drone handyman emerges to repair your vehicle, restoring one wrench of energy to the craft's energy gauge. But these from vendors only when your gauge has three or four wrenches. After that, single P-O-Ds aren't worth their cost unless you face an energy emergency and a Set of PODs isn't available.



### SET OF P-O-DS

This is the vehicular equivalent of a K-Bups box. When activated, an entire squad of repair drones completely restores the energy gauge of your vehicle. Use a Set of P-O-Ds instead of single P-O-Ds anytime you're energy gauge is depleted by more than two wrenches.

## MECA-IMPULSER

This is the vehicular equivalent of the PA-1. Each Meca-Impulser you acquire adds another wrench to your vehicle's energy gauge and completely restores all energy to the craft.



## BOOST CAPSULE



This supercharged item triples your hovercraft's maximum speed for a limited time—very, very useful during a race, particularly when ignited at the head of a straightaway. Boost capsules also prove quite handy when trying to slip your hovercraft under a security door in one of the local Looter's Caverns.



## CURRENCY

### MATERIA CRYSTALS



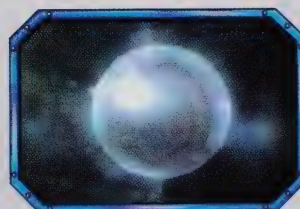
These valuable purple crystal deposits can be found growing in caves and other creepy, Crochax-infested places. Just walk up to a Materia deposit, smash it to pieces with your Dai-jo stick, and then gather the crystal shards.

The Hillyan Bank pays 5 monetary units (called simply "units") for each Materia crystal. Jade's digital friend, Secundo, automatically deposits any crystals you pick up and then transfers the units into your "Easy-Unit" debit card account.

One other note: The enterprising stealth master can also find dozens of Materia crates packed with the mined crystals in the secret Alpha Sections processing areas on Hillys.

### PEARLS

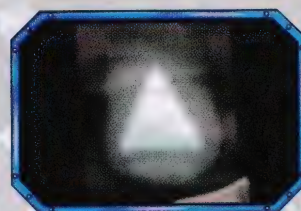
These translucent treasures are like gold on Hillys—not just worth a lot of money but, in some cases (like at Mammago Garage, for example) the *only* currency accepted for transactions. Pearls can be obtained in many ways—via purchase, winning a wager, defeating a monster, or just good old-fashioned thievery. Later in the game, as Jade's reporting produces startling revelations, the good citizens of Hillys also donate Pearls to your cause.



## OTHER ITEMS

### KEYS

Various magnetic coded key-cards become available as you proceed through the game. Each key is marked with a geometric figure—triangle, square, or star—that corresponds to lock-switches with the same figure. So a Triangular Key works on any door or barrier with a triangle switch; a Square Key works on any door with a square switch; and a Star Key works on any door with a star switch (only one star switch in the game).



### ANIMAL DETECTOR

Buy this item at Ming Tzu's Shop as soon as you can afford it. It reveals the location of all undocumented animal species on your in-game maps. Each time you get a photo of a new species and send it off to the Science Center, the animal icon on the map marking the location of that new species then disappears. A very handy device!

### PEARL DETECTOR

This works the same way as the Animal Detector. The location of any Pearl you haven't yet acquired appears as a Pearl icon on your in-game map. Once you acquire a Pearl, its icon disappears from the map.





# AN INVENTORY OF HILLYAN FAUNA

Jade's primary source of income in *Beyond Good & Evil* (other than theft from the Alpha Sections) is her employment as a contract photographer for the Science Center. Her job is to document as many Hillyan animal species as she can find.

The game has 56 living animal species available to photograph. We list them below in alphabetical order. Use this listing to check off any species you've documented. After you purchase the Animal Detector from Ming Tzu's Shop, you can pinpoint the exact locations of species you haven't photographed yet.



☐ ADALIA OCTOPUNCTATA



☐ CARCHARODON SAPIENS



☐ KOI KUMONRYU



☐ PTEROLIMAX GIGANTEA



☐ AEDES RAYMANIS



☐ CROCHAX VELOX



☐ MACROPODIA OMNIVORA



☐ RASCAX CAERULEUS



☐ ALICIA SPLENDENS



☐ CYANEA URTICA



☐ MANTA CYANEA



☐ RATTUS ALBUS



☐ AMOEBIA POLYODIA



☐ CYCLOPEUS PALUSTRIS



☐ MANTA MAGNIFICENS



☐ RATTUS GIGANTEUS



☐ ANEMONIA MUTABILIS



☐ DIPNEUSTES TRILINEATUS



☐ MEGAPTERA ANAEROBIA



☐ RHINOCEROS SAPIENS



☐ ANGUILLA BIFIDA



☐ FELIS SAPIENS



☐ MEGAPTERA BOREALIS



☐ SARCOPHAGUS DOMZII



☐ AQUILUS SAPIENS



☐ HELIX MALVEA



☐ MEGAPTERA PURPUREA



☐ SPONGUS GLUANTEUS



☐ ARACHNIS VIRIDIS



☐ HELIX RUPESTRIS



☐ MUSCA SAPROPHAGIA



☐ SUS SAPIENS



☐ ASTACUS ERECTUS



☐ HOMO SAPIENS



☐ NAUTILUS FLUOREUS



☐ TAURUS SAPIENS



☐ AURELIA MAGNIFICENS



☐ IGNIS IGNIFERA



☐ PALINURUS RUPESTRIS



☐ TERATOSAURUS IMPERATOR



☐ BLABERA GREGARIA



☐ LAMPYRIS CAMPESTRIS



☐ PAPILIO PILOSUS



☐ TIMOREA SAPONIFERA



☐ BUFO ERECTUS



☐ LARUS ALBUS



☐ PELAGIA PACHYDERMIS



☐ TRILOBITES SALTANS



☐ CANIS CANIS



☐ LUTRA ERECTA



☐ PLANARIA RUPESTRIS



☐ VORAX NOCTURNUS



☐ CAPRA SAPIENS



☐ LYCOPERDON FUGIFERUS



☐ PRIODONTES CAMPESTRIS



☐ WALRUS SAPIENS



# GENERAL TIPS & TACTICS

Before we launch into *Beyond Good & Evil*, here are three important overall tips to keep in mind.

## 1 - TALK TO EVERYONE.

And we mean *everyone*—talk to pedestrians, vendors, drunks at the bar, bartenders, mechanics, and most certainly your able and astute companions Pey'j and (eventually) Double H. Many valuable clues and a few blatant directives are embedded in the conversations with the character cast of *Beyond Good & Evil*. At the very least you'll get some rich background info. Frequently, you get a hint that gets you back on track when you're stuck.

## 2 - ALWAYS PEEK AROUND CORNERS.

Your rotating camera is fun to play with, but it's also a highly practical and sometimes life-saving feature. You just never know what horrible, drooling thing might be lurking in the next hall. So instead of running headfirst into it, place Jade at the corner and swing your view around the corner. Better than a spy scope, kids!

## 3 - BE SMART ABOUT CONSUMING HEALTH OR REPAIR ITEMS.

This tip just reiterates what we mentioned earlier about the most efficient way to consume K-Bups boxes versus Starkos wafers, and about when it is better to employ an entire "Set of P-O-Ds" versus single P-O-Ds. Use these power-up items so that you get the most for your money.

Example: If you're energy gauge has four empty hearts, it is much more expensive to consume four Starkos wafers (150 apiece, 600 total) than to simply swallow one box of K-Bups (300 apiece, 300 total). In both cases, you completely replenish your health, but the Starkos route costs twice as much as the K-Bups. The same math applies to your use of repair drones.





# THE SEARCH FOR TRUTH

Things are not always as they seem. A cliché, yes—but for Jade, hero of Beyond Good & Evil, this is even truer than for most denizens of Hillys, a peaceful mining planet in System Four. Vague, unsettling visions are causing Jade to question her very origins.

The Hillyan citizenry, too, is pondering the nature of the “truth.” This once-secure world continues to suffer the relentless attacks of a brutal alien race known as the DomZ. Protection offered by an interplanetary mercenary force, the Alpha Sections, has been less than satisfactory of late. Hundreds of mysterious disappearances have left the populace fearful.

Worse, there are growing suspicions, fueled by the shadowy rebel organization known as the IRIS Network, that perhaps the Alpha Sections are not what they seem, either. Are they in cahoots with the DomZ? Some people think so. It’s up to Jade and her trusty camera to provide photographic evidence that confirms or denies the Alpha-DomZ link.









# PART ONE

## LIGHTHOUSE AND BLACK ISLE

*No slow start to this tale. Jade's story begins on a tranquil oceanfront morning as she joins a young Capra Sapiens (goat-human) girl named Fehn in greeting the day with meditation. The two females sit just below the island lighthouse where Jade and her Uncle Pey'j raise and care for children who, like Fehn, have been orphaned by their planet's ongoing war.*

*The DomZ, an aggressive and warlike alien race, have been launching brutal assaults on Hillys for 20 years. Lately the planetary defense force known as the Alpha Section has seemed overwhelmed and slow to react. Mysterious human disappearances have afflicted Hillyan cities since the DomZ invasion began, but the abduction rate is getting worse each week.*



*1-1. HTV newscasts portray an increasingly desperate struggle between the alien DomZ invaders and the heroic Alpha Section defenders.*

### DOMZ ATTACK



*Yet the war seems far away as Jade and Fehn raise arms to welcome the morning sun. And then suddenly, the sky opens...literally. A DomZ meteor attack! The deadly downpour hammers the bay below and moves inevitably toward the Lighthouse.*



*1-2. Jade's day starts peacefully, but soon turns deadly as a Domz meteor attack threatens the Lighthouse.*

#### ITEMS AVAILABLE

Dai-jo Stick (from Pey'j)  
Pearl

#### ENEMIES

DomZ Specters  
DomZ Monster

#### PRIMARY OBJECTIVES

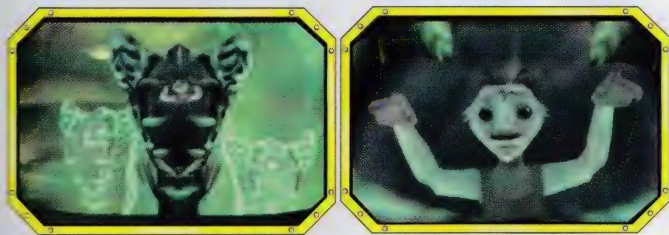
Destroy the Specters to free the children.  
Destroy the DomZ Monster.  
Take the monster's Pearl.



## JADE'S PATH

As the meteor attack nears, Jade tries to turn on the Lighthouse shield mechanism. But the local power company has cut off juice—Jade is 350 Materia crystal units behind in her payments. (Materia crystal units are the basic monetary currency on Hillys.)

Worse, amongst the falling meteor-missiles is a space pod that releases a host of DomZ Specters. These gruesome abductor aliens engulf hostages in a chrysalis and spirit them off alive for some unknown purpose.

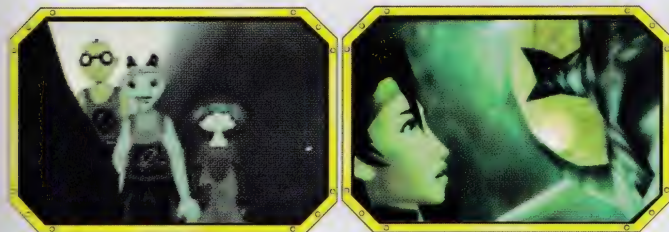


**1-3. Evil DomZ Specters engulf and imprison the children, including little Fehn. Smash the beasts to bust the kids loose!**

The Specters arise from the meteor crater with their captive targets—the Lighthouse children! Time for Jade to spring into action. She grabs a nearby burning stick, and the fight begins.

## FREE THE CHILDREN!

Immediately attack the Specters. Just push the control stick to move Jade toward each target while repeatedly punching the Action button to swing the stick. Four or five good whacks will shatter each Specter, releasing the child it imprisons.



**1-4. When the Specters are defeated, the children are free and safe. But Jade faces a new menace...**

After Jade defeats the first wave of Specters, tendrils suddenly wriggle from the ground, bind her, and pull her down into the crater. As Jade struggles, a massive DomZ Monster arises and

utters odd, guttural alien words. The beast stares with its one horrible eye at Jade, and she can make out the name it calls her: "Shauni."

But then she hears another voice. And in a flash, the Jet Boots of her Uncle Pey'j come crashing down on the DomZ Monster, releasing Jade...for the time being, anyway. Pey'j tosses Jade what will be her primary weapon for the rest of the game—her lightning-quick Dai-jo stick.



**1-5. Pey'j to the rescue! Sort of...**

## DEFEAT THE MONSTER WITH SUPER ATTACKS

This battle is a little trickier. The monster protects itself with spiky bone cages that burst from the ground, and it also uses these to entrap Jade. But Jade can burst through the cages with relative ease by using her Super Attack, a powerful energy discharge.



**1-6. Use Super Attacks to break through bone barriers, then whack the monster's eye with your stick.**

To trigger Jade's Super Attack, hold down the Action button while the sparks of energy swirl around Jade. When the sparks stop swirling, release the button to unleash the potent attack.

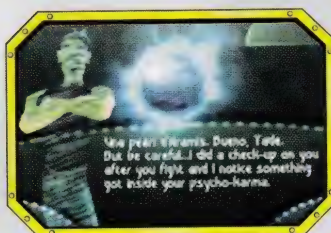
As soon as you shatter the bone cage around the DomZ Monster, quickly target the beast's huge baleful eye with Dai-jo hits...because a new protective cage soon sprouts from the ground around him.





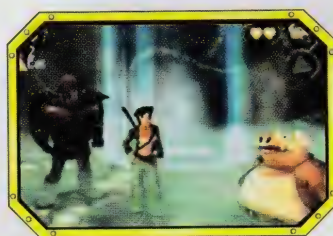
1-7. After the monster dies, take the Pearl it leaves behind.

When the DomZ Monster finally falls, it leaves behind a floating Pearl. Walk Jade over to the Pearl and press your Action button to take it. She places the Pearl in her S-A-C (Synthetic Atomic Compressor), where it is compressed, stored, and analyzed by Secundo, a kind of digital genie.



1-8. Any object Jade collects (like the Pearl) goes into her S-A-C, where it is atomically compressed, stored, and analyzed by Secundo.

As the mission ends, an Alpha Section trooper suddenly beams down in a particle elevator, proclaiming all is well and safe. Step into the elevator beam to ride up to the surface just outside the Lighthouse, where HTV reporter Fehn Digler awaits Jade. Pey'j snarls a few choice words about the Alpha Section's tardy response, and then Jade suddenly falls unconscious.



1-9. Step into the blue elevator beam to ride up into the bright lights of media frenzy.



1-10. Jade passes out and awakens in her Lighthouse bedroom.

## LIGHTHOUSE ISLAND

Jade awakens surrounded by the children and Pey'j. She is despondent because money is scarce, but Secundo emerges from the S-A-C with news of a lucrative offer. The Hillyan Science Center seeks photographic documentation of every living species of animal known (and unknown) to Hillys. "Even your *perro* interests them," he says.

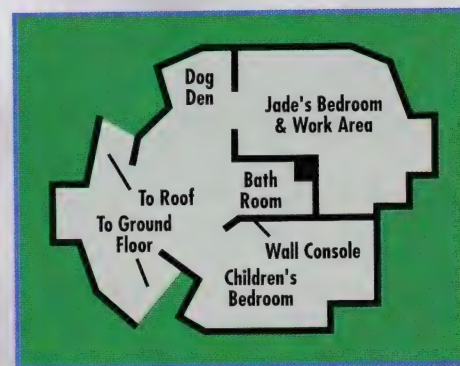


1-11. Secundo tells Jade about an animal photography gig that can bring in mucho dinero for the Lighthouse. So grab that camera!

For every good photo Jade takes of an animal, she can earn Materia crystal units—again, cold hard cash in Hillyan currency. Good deal!



The Lighthouse:  
Exterior &  
Ground Floor



The Lighthouse:  
1st Floor



# LIGHTHOUSE AND BLACK ISLE

## ITEMS AVAILABLE

Camera  
Mission Mdisk  
Various Health/Repair items

## NEW ANIMAL SPECIES TO PHOTOGRAPH

Adalia Octopunctata  
Homo Sapiens  
Capra Sapiens  
Sus Sapiens  
Canis Canis  
Lampyris Campestris  
Larus Albus  
Priodontes Campestris  
Vorax Nocturnus  
Dipneustes Trilineatus

## PRIMARY OBJECTIVES

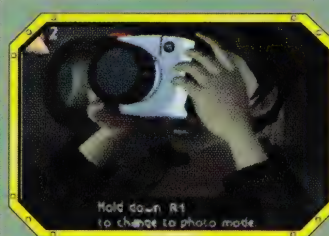
Photograph enough animal species to pay for Lighthouse power reconnection.  
Find Pey'j in his workshop.  
Read the mission disk.  
Recharge the hovercraft.

## JADE'S PATH

This section trains you for some of Jade's most important activities in the game. Her photo reports will be critical to mission success in the adventures to come.

## SHOOT THE BUG

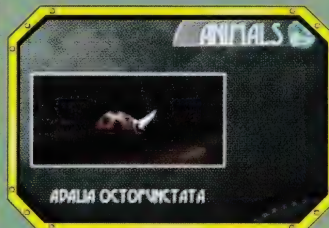
Pick up the nearby camera and press the Aiming button to get the camera view. The first shot is preset for you—the camera is focused on a big hornbill bug sitting on the table. Use your camera controls to zoom in or zoom out.



1-12. First, press your Aiming button to get camera view and use your control stick to center the camera on the subject—in this case, the bug.



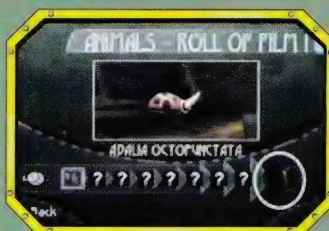
1-13. Zoom in or out until a green circle appears inside the aiming reticule, which indicates proper focus. The zoom level is measured in the zoom level indicator on the right.



1-14. Press the Action button to snap the picture. You get a database confirmation of the name of the species.



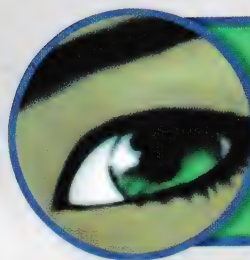
1-15. If you've snapped a photo of a species not in the Science Center's photo inventory, send them the shot for good money.



1-16. The Science Center confirms receipt and displays the current roll of film. You can scroll through its shots and see what bonus payment you'll get when the roll is finished. (You get an enhanced zoom lens for the first finished roll and a Pearl for every roll after that.)



When the bug is properly zoomed, you get a Databank message: "Species not in inventory." This message is like sweet music to your ears as you go forward, because it signifies a photo opportunity that can earn Jade money from the Science Center. Push the Action button to snap the photograph.



Animal photos are properly framed and zoomed when the border bar on the aiming reticle is green and a green "focus circle" appears inside the reticle.

You see the digital photo and the Database listing of the species type—in this case, the bug's scientific name is "Adalia Octopunctata" (see 1-14). Send the photo to the Science Center to get a payment of 150 units.

Easy enough, isn't it? Talk to Pablo. (Approach him and press the Action button.) He warns you of the Vorax prowling outside. Exit the Lighthouse via the arched doorway.

## LIGHTHOUSE YARD: THE VORAX (NIGHT ONLY)

If you go outside during night hours and you haven't activated the shield yet, you see the Vorax Nocturnus (looks like a flying sail-fish) gliding around the yard. Snap a photo of the creature. This requires some work, because the Vorax never stops moving.



1-17. The Vorax Nocturnus prowls the yard at night until you activate the Lighthouse shield.



Best technique: Observe its flight pattern for a moment, and then aim the camera at a spot on its path. When it flies through the viewer, snap the shot quickly. (This may take a couple of tries.) This is easier than trying to follow the moving Vorax with your camera view.

The Vorax photo is worth a cool 500 units. Not bad for one click of the shutter press!

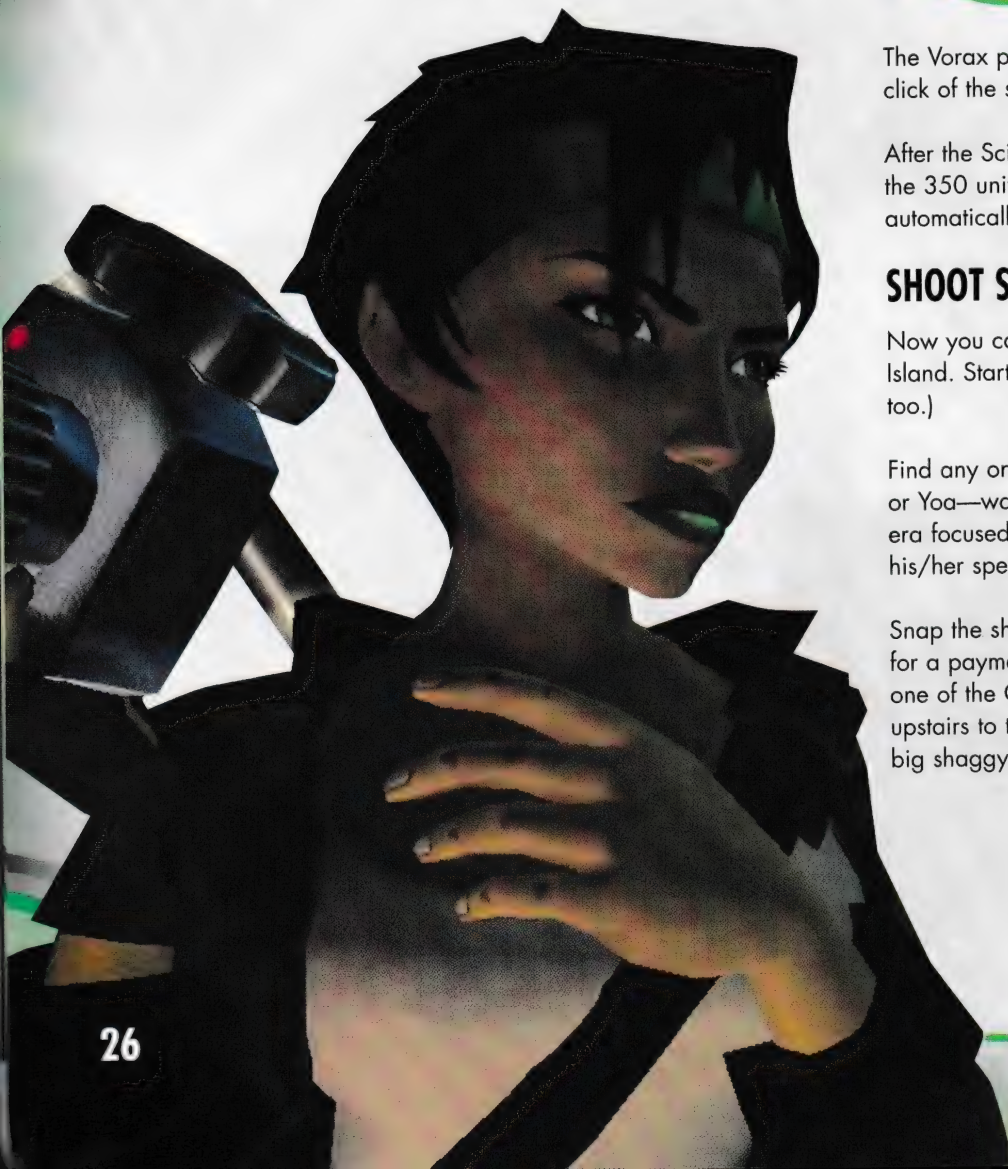
After the Science Center pays you the sum, Secundo transfers the 350 units Jade owes Optima, the power company. This automatically activates the Lighthouse shield.

## SHOOT SOME HEADS

Now you can shoot photos of other species on the Lighthouse Island. Start with pets and children. (Hey, people are animals too.)

Find any one of the four Homo Sapiens kids—Pablo, Kip, Zaza, or Yoa—wandering around the island. Once you get your camera focused properly on the child, the Databank reports that his/her species is not documented in inventory.

Snap the shot and send Pablo's picture on to the Science Center for a payment of 200 more units. Then find and photograph one of the Capra Sapiens girls, Fehn or Cumi. Finally, head upstairs to the first floor of the Lighthouse and photograph the big shaggy dog sleeping in the alcove.





# LIGHTHOUSE AND BLACK ISLE



1-18. Photograph Pablo's (or any human's) head for 200 units.



1-19. Fehn is a Capra Sapiens. Her photo is worth 350 units. (Or you can photograph Cumi, another Capra.)



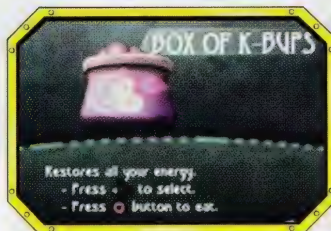
1-20. Jade's pet dog, Woof, is a fine specimen of Canis Canis. Shoot his photo then try to take the object from his mouth.



If Jade talks to Cumi, one of the Capra Sapiens girls, our heroine admits that her encounter with the DomZ Monster was "weird." Jade says, "I get this feeling like it knows me already."

## CATCH THE DOG

Approach Woof and try to take the object from his mouth by pressing the Action button. He wakes up and thinks you want to play, so he takes off running. Chase him outside while holding down the Acceleration button for extra running speed. When you get close, hit the Dive button to catch Woof. Now you can take the object—a nutritious box of K-Bups.

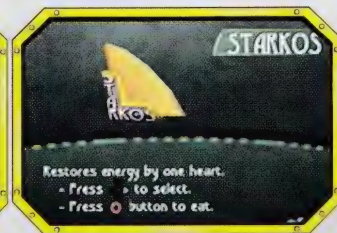
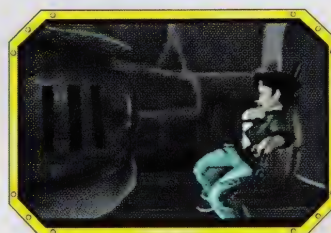


1-21. Chase down the dog to get back your K-Bups box.

## GO ITEM HUNTING

Wander around the Lighthouse interior and pick up the following items.

**On the ground floor:** Find three energy-giving Starkos wafers in the storage fridge in the kitchen area. Approach the nearby stove and kick it (press the Action button) to find another Starkos. One more wafer sits on a nearby counter.

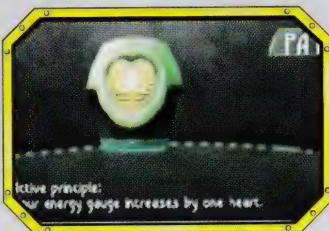


1-22. Gather the Starkos wafers lying around the Lighthouse interior. Don't miss three in the fridge; kick the stove to find another one.





**On the first floor:** Approach the wall switch with the hand icon (see 1-23) just around the corner from the kid's bedroom area. Push it (press the Action button) to open the bathroom door. Enter and pick up the PA-1 on the sink. This valuable unit adds a heart to Jade's energy gauge.



**1-23.** Open the upstairs bathroom with the wall switch and grab that PA-1! It gives Jade another heart on her energy gauge.

Go through the doorway next to Woof's alcove and climb the ramp to Jade's bedroom. There you can find another Starkos wafer next to the photo developer machine. Let's go back outside now.



The other switched door on the first floor leads up to the Lighthouse roof. An animal roams atop the beacon housing, but you can't quite snap a photo of him yet.

## LIGHTHOUSE YARDS: ANIMAL PHOTOGRAPHY

If you're following this walkthrough, you've already photographed the Vorax Nocturnus. Another island creature comes out only at night, too. And it appears only in the lower meadow, down the narrow path from the Lighthouse.

When the next dark cycle begins, jog down to the meadow and look under the big tree. Snap a photo of the glowing swarm of fireflies, and insect known as Lampyrus Campestris.

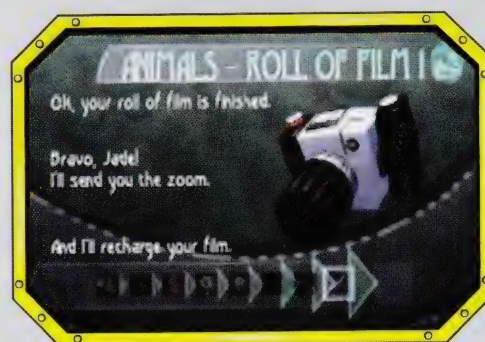


**1-24.** The glowing Lampyrus Campestris comes out only at night.

Wait in the meadow for sunlight, then get a shot of the soaring seagulls (Larus Albus) that round the point. Then proceed back up the path toward the Lighthouse. Night or day you can find the Priodontes Campestris, a rare field armadillo, feeding in the grass just outside the Lighthouse entrance.

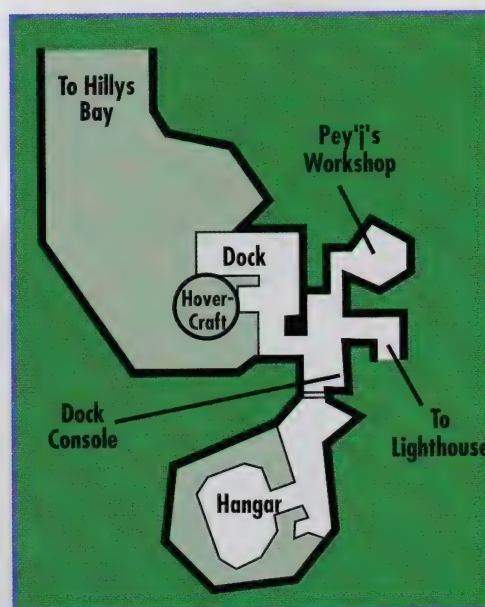


**1-25.** Photograph the field armadillo and the seagull to finish off your first animal album for the Science Center.



**1-26.** Good job, Jade! You earned a powerful zoom lens and a new roll of film.

That wraps up all the animal photographs for now. This should finish off your first roll of film for the Science Center, too. You get a nifty zoom lens plus a new roll of film. Now you can move on.



The Lighthouse: Workshop, Dock, & Hangar



## LIGHTHOUSE AND BLACK ISLE

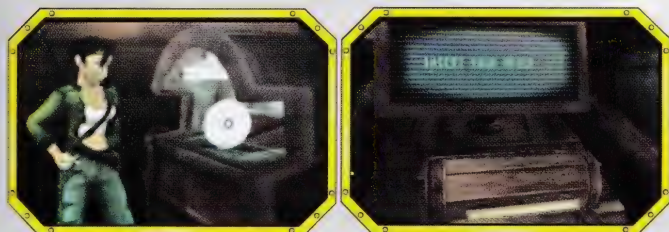
### PEY'J'S WORKSHOP

Approach the Domestic Drone spinning near the doorway across from the Lighthouse. It announces, "Jade Reporting! Mission Mdisk standing by." (Jade Reporting is the name of Jade's photographic service.) Follow the drone down the passage to the Dock area.

This is where your hovercraft is docked. We'll come back here in a minute, but for now, turn right and follow the drone into Pey'j's Workshop.

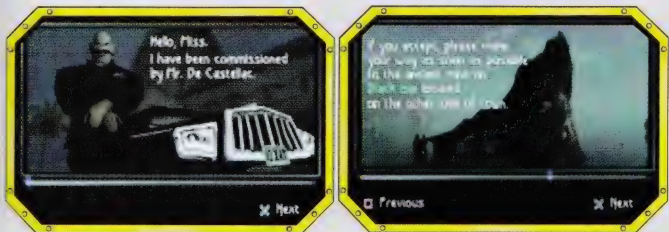
### READ THE M-DISK

Uncle Pey'j is working on the wiring of his Mdisk decoder across the room. When you approach, Pey'j mentions a recently arrived Mdisk for Jade. Take the Mdisk from the kiosk just under the spinning Domestic Drone. Jade puts it in her S-A-C where Secundo scans it—the disk contains a message from someone named "Mr. De Castellac."



1-27. Take the Mdisk from the kiosk and view it in Pey'j's disk reader.

Now approach the decoder's blue screen and press the Action button to use it. Highlight the disk named "Mr. De Castellac" and press the Action button again to validate it. You start viewing a message from a man who claims Mr. De Castellac commissioned him to entrust Jade with "a very delicate mission" featuring enormous risks but a generous reward. If interested, Jade should proceed to the ancient mine on Black Isle.



1-28. A stranger offers a risky mission with the promise of great reward and calls for a meeting on Black Isle.

Jade feels compelled to accept the challenge, but Pey'j shows a curious reluctance. When Jade insists on going, Pey'j grumbles but agrees to accompany her to Black Isle. But first, he must fix the hovercraft...or else nobody's going *anywhere*.



1-29. Jade decides to go to Black Isle, and a reluctant Pey'j agrees to accompany her.

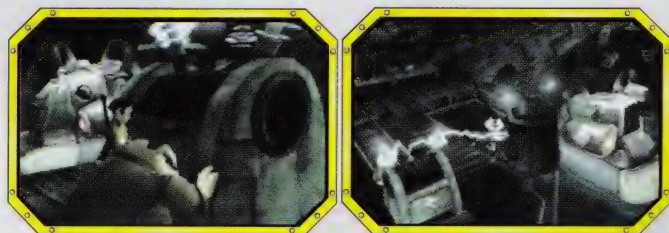
### DOCK

Exit the workshop into the Dock. Now you have two new objectives. Press the Select button to see them listed as "Black Isle" and "Hovercraft." Select each objective and press the Action button to view the full objective.

In this case, you already know the Black Isle objective: go there and meet the mysterious Mr. De Castellac. The Hovercraft objective is new info, however: "Push the emergency generator to recharge the hovercraft."

### RECHARGE THE HOVERCRAFT

Get on the shore side of the emergency generator and start pushing toward the water. Pey'j joins Jade and they shove the unit closer to the dock battery housing. This sparks a connection and the hovercraft fires up.



1-30. Push the emergency generator toward the battery housing to fire up the hovercraft.





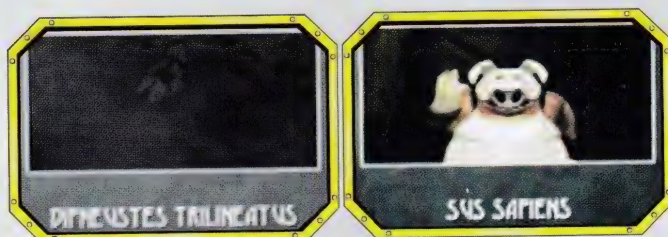
**1-31. Nab the P-O-Ds and Boost capsules on the nearby worktable.**

Before you hop aboard, be sure to pick up the various goodies on the dock's long worktable, including two P-O-Ds (Pocket Optimizer-Drones—each one restores one wrench to your hovercraft's energy gauge) and two Boost capsules (each triples your hovercraft's maximum speed for a limited time).

## GET A FISH PHOTO

Before you head off to Mammago's Garage for a new battery as Pey'j suggests, walk out to the edge of the dock on the other side of the emergency generator you just pushed. See the green fish circling in the murky water? (Keep looking if you don't see it right away)

That's a *Dipneustes Trilineatus*, of course. But surely you knew that already. In any case, snap a photo of the quick-gliding fellow—not easy, but not impossible, either.



**1-32. Snap a photo of this fish from the dock for a quick 400 units. Get a shot of Pey'j, too!**

## GET A PIG-MAN PHOTO

Hey, don't forget to snap a photo of Pey'j. He's a Sus Sapiens (pig-man), so he counts toward your Science Center project, too.

Okay, now you can hop aboard the hovercraft. Pey'j follows automatically. Steer the craft out of the cavern into Hillys Bay.

## MAMMAGO GARAGE

This is the best parts and repair shop in the region. Okay, it's the *only* parts and repair shop in the region. But that doesn't mean the Mammago brothers don't have good stuff. They do have strict payment terms, however—no cash or credit, Pearls only. Fortunately, you have one Pearl. It'll do for now.

### ITEMS AVAILABLE

**Hovercraft motor**

**Various Health/Repair items**

### NEW ANIMAL SPECIES TO PHOTOGRAPH

**Rhinoceros Sapiens**

### PRIMARY OBJECTIVES

**Buy a new hovercraft motor**

**Stock up on Health/Repair items**

## JADE'S PATH

Mammago Garage is dead ahead as you pull out of the Lighthouse Island cavern—you can't miss it. But to verify your navigation, press the Interior View mode button to bring up a first-person view with various destinations marked on a compass.



**1-33. Press the Interior View mode button for a first-person view with a marked compass for easy navigation.**



## LIGHTHOUSE AND BLACK ISLE



**1-34.** After your hovercraft dies, the Mammago Garage tow-ship hauls you the rest of the way.

Line up the hovercraft's green directional arrow (on the bottom of the compass) with the red arrow marked "Mammago." About 300 yards from the garage, your hovercraft engine finally gives out. Fortunately, Mammago sends out its tow craft to pull you into its pier.

### SHOOT A RHINO

Walk Jade up to the rhino-looking fellow at the counter. Talk to Issam, one of the three Mammago brothers. When you ask to do a little shopping, he reminds you that "our Mamma only accepts Pearls."

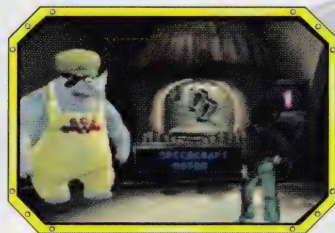
After the chat, snap a photo of Issam...or you can photograph Babukar on the dock, or Hal inside. All three Mammago brothers are Rhinoceros Sapiens, and any picture of them will bring in another 300 Materia crystal units.



**1-35.** Issam Mammago is a good businessman...and a Rhinoceros Sapiens to boot.

### BUY A NEW MOTOR

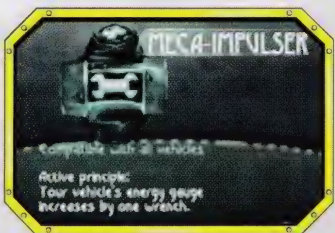
Go inside the shop and talk to Hal if you want. He tells you he's got a brand new motor for your hovercraft. Or you can just go straight to the Speedcraft Motor display and place your Pearl in the receptacle. The Mammago brothers automatically install the new motor in your hovercraft.



**1-36.** Put your hard-won Pearl in the receptacle to buy the new Speedcraft motor for your hovercraft.

### BUY A MECA IMPULSER

Approach the K-Bups vending machine and press the Action button to swipe your "Easy-Unit" debit card and activate your account for transactions. Then purchase the Meca Impulser for 500 units. This is the mechanical equivalent of your PA-1 health unit—it increases your hovercraft's energy gauge by one wrench.



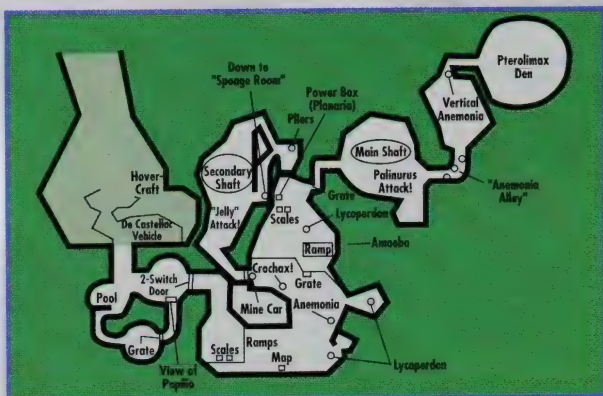
**1-37.** Spend the 500 at the vending machine for a Meca Impulser.

Now return to your hovercraft, hop aboard, and get ready for some seafaring combat.



## BLACK ISLE

Time to meet up with the mysterious Mr. De Castellac. The route from Mammago Garage to Black Isle takes you through the town's Main Canal (see the map later in this section). Before you can set out for Black Isle, however, you have a little appointment with a monstrous DomZ serpent.



Black Isle

### ITEMS AVAILABLE

**Materia crystals**  
**Wire cutters (Pey'j only)**  
**2 Pearls**  
**Various Health/Repair items**

### ENEMIES

**Teratosaurus Imperator**  
**Anemonia Mutabilis**  
**Crochax Velox**  
**Cyanea Urtica**  
**Pelagia Pachydermis**  
**Pterolimax Gigantea**

### NEW ANIMAL SPECIES TO PHOTOGRAPH

**Teratosaurus Imperator**  
**Rascax Caeruleus**  
**Musca Saprophagia**

**Lycoperdon Fugiferus**  
**Anemonia Mutabilis**  
**Crochax Velox**  
**Amoeba Polypodia**  
**Cyanea Urtica**  
**Pelagia Pachydermis**  
**Alicia Splendens**  
**Spongus Gluanteus**  
**Planaria Rupestris**  
**Helix Rupestris**  
**Astacus Erectus**  
**Papilio Pilosus**  
**Palinurus Rupestris**  
**Nautilus Fluoreus**  
**Pterolimax Gigantea**

### PRIMARY OBJECTIVES

**Defeat the DomZ sea monster.**  
**Meet your mission contact on Black Isle.**  
**Find a tool to cut through the grates of the Old Mine.**  
**Find and photograph the Pterolimax.**  
**Defeat the Pterolimax.**

## JADE'S PATH

What a nice day for a boat ride! Cruise the bay, see the sights, fend off massive, slaving Domz monsters—it just doesn't get any better than this.

### DEFEAT THE DOMZ SERPENT

Right out of Mammago Garage, security suddenly shuts down sea entrances, shields go up, and down swoops a massive Teratosaurus Imperator—a terrifying, DomZ-bred beast. First, photograph the big flying snake as it skims the water attacking fishing boats and, eventually, your hovercraft. Then open fire on it.



## LIGHTHOUSE AND BLACK ISLE



**1-38.** Snap a good photo of the Teratosaurus Imperator for the Science Center. It's worth a whopping 2000 units of cash.

All you can do is follow the creature while tapping the Action button to fire your hovercraft cannon. Your hits knock off the Teratosaur's tail segments until all that's left is its head segment. Unfortunately, losing the burden of its tail makes the monster faster and more maneuverable, so your task is made more difficult.



Watch out for the segments your cannon fire knocks off the DomZ serpent! They spin for a few seconds before exploding, and they cause damage if you strike them. Blast loose serpent segments with your hovercraft cannon; they shatter quickly.



**1-39.** After the DomZ serpent head finally explodes, pick up the Pearl it leaves behind.

### PHOTOGRAPH THE BLUE SCORPION FISH

After the battle, Pey'j points out a school of blue scorpion fish jumping through the bay. Get a good shot of one of these fish (known as Rascax Cairuleus) and send it back to the Science Center.



**1-40.** Photograph the gorgeous, leaping Rascax Cairuleus for the Science Center animal inventory.

Now it's time to navigate your way to Black Isle.

### REACH BLACK ISLE VIA THE CITY ROUTE

You can't follow the compass directly to the Black Isle because an Alpha Filter Robot won't let you pass. If you try to sneak past, it merely picks up your hovercraft and announces: "You are entering a hazardous zone. For your safety, please leave the area."

Instead, press the Interior View mode button to bring up your compass, then follow the red triangle marking the direction to the "City." The route takes you through a tunnel into the Main Canal. (See the map in 1-42.) Continue straight ahead (as Pey'j directs) through the south gate. You emerge out into Hillys Bay again. Keep following your compass directly to the cave entry into Black Isle.



**1-41.** This annoying Filter Robot won't let you head directly for Black Isle, so take a detour through the city's Main Canal.



**1-42.** The red line marks the only viable route from Mammago's Garage to Black Isle.



**1-43.** Once out of the Main Canal, follow your hovercraft compass directly to Black Isle.



## MEET "MR. DE CASTELLAC"

The mysterious agent for Mr. De Castellac awaits your arrival onshore. Head straight for the wooden pier and press the Action button to dock. Then climb the dock to the man and his car. This triggers a cinematic sequence.

The gentleman asserts that DomZ monsters have infested every corner of the planet, and the Alpha Section is lying about it. Two such monsters inhabit the bottom of the nearby Old Mine. If Jade can get photos to document their presence, the man's client will pay handsomely.



**1-44.** The agent shows Jade a drawing of the two DomZ monsters and asks her to photograph them (male and female in the same picture) in a nearby mine. Jade agrees.

He displays a drawing of the monster in question, known as a Pterolimax. Other creatures may exist in the mines, but only the Pterolimax are the DomZ creatures. Mr. De Castellac also wants both the male and the female in the same picture. Jade agrees to the deal.

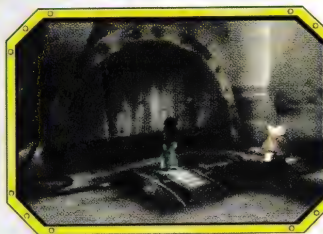


Save your game whenever you reach any Mdisk Reader like the one just outside the Old Mine on Black Isle.

## OPEN THE DOUBLE-SWITCH DOOR

Go down the path to the right of the Mdisk Reader into the mine entrance area. Veer left when the path splits. (We'll come back to the area to the right later.) You enter a small canyon buzzing with Adalia Octopuntata insects; a small Priodontes Campestris feeds in the grass nearby, too. Both species should be in your species inventory already. If not, snap photos.

Approach the mine entry door. Walk Jade onto one of the two ground switches marked with arrows. It depresses and the door rises slightly, but doesn't open. You need Pey'j to stand on the other switch, too.



**1-45.** With Jade on one door switch, press [Triangle] to direct Pey'j onto the other switch.

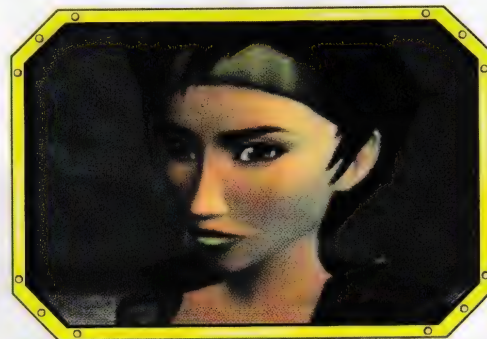
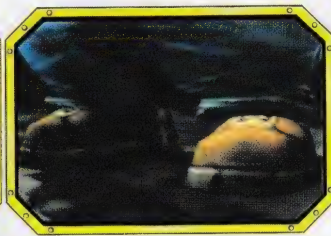
Press the button now labeled as Pey'j's "Action" button. Pey'j climbs onto the other ground switch, and the entry door opens. Walk into the mine.

## ANCIENT MINE

You enter a dilapidated area with no apparent way to climb up to the next level. Then Pey'j calls you over for a talk.

## LEARN ABOUT JET BOOTS

Approach Pey'j and talk to him. He tells Jade about his new invention: Jet Boots. His demonstration leaves a little bit to be desired, but at least he can get enough altitude to execute a decent stomp.



**1-46.** Pey'j gives Jade a little demo on his new Super Action—the Jet Boot Stomp.

Note how the nearby scales wobble when Pey'j hits the ground—when one scale goes down, it forces the other up. Hmmm...maybe Jade could use that action.

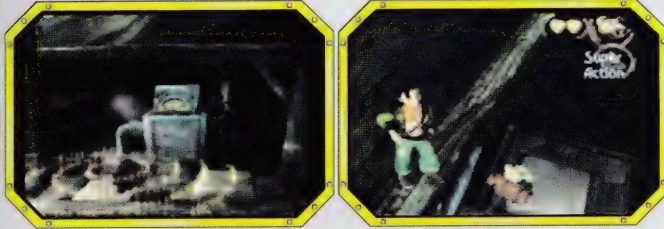
## DO A SCALE LAUNCH

Walk Jade onto one of the scales. Press Pey'j's Action button to trigger his new Super Action, the Jet Boots stomp. He automatically



# LIGHTHOUSE AND BLACK ISLE

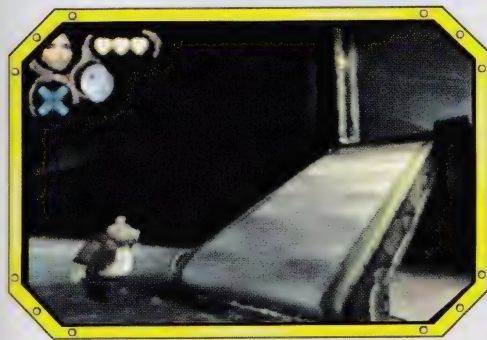
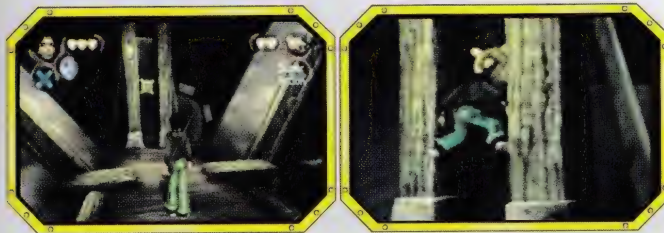
stomps on the other scale, catapulting Jade to the upper level of the mine.



**1-47.** Stand on one of the scales and use Pey'j's Super Action. He stomps Jade up to the next level...but how will he get up?

## LOWER THE GANGWAY TO PEY'J

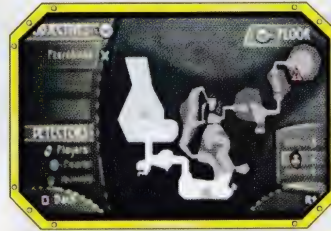
Walk Jade over to the gear assembly between the two raised gangways. Approach the gears and press the Action button to activate them and lower both gangways, one in either direction. Pey'j climbs one gangway to rejoin Jade.



**1-48.** Use the gear assembly between the two gangways to lower them both.

## "SCANALYZE" THE EVACUATION MAP

Cross the other gangway and turn right. Approach the Evacuation Map and press your Aiming mode button to get a camera view. Zoom your lens until you get a good focus and the Databank readout at left indicates "Topographical data." Now photograph the map.

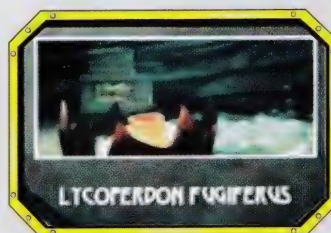


**1-49.** Scanalyze the Evacuation Map to store all map levels in your camera for ready reference.

Press the button indicated on-screen to "Analyze." The Scanalyzer function in Jade's camera takes the 2D wall map and converts it to a 3D rendering of the entire mine area. Now when you press Select you get a map that you can scroll to see all levels of the mine, including your current position and the location of mission objectives. Cool!

## SHOOT THE MUSHROOM

Continue down the path into the mine. You approach a large, mushroom-like species called *Lycoperdon Fugiferus*. Shoot a photo and send it in to the Science Center for money.



**1-50.** Photograph the big mushroom thing for more Hillyan bucks.

## BAT THE MUSHROOM

Now note a few things about this creature and the situation:



**1:** A *Lycoperdon* is passive—it won't attack you. However, it is quite explosive.



**2:** *Lycoperdon* leap straight up from their nest-like pods if shaken by something—say, a powerful boot-stomp, for example.



3: If you walk Jade close to a Lycoperdon, Pey'j gets excited and starts yelling: "Waiting for you to say the word, Jade! Just say when, Jade!"

4: Several boxes marked "Danger" are stacked near this particular Lycoperdon nest. These boxes block your route into the cave. If you view them through the camera, your Databank labels them "Explosives." You also get a HAL Test report that reads: "Avoid all contact with the LYCOPERDONS."

Have you put two and two together yet? Position Jade facing the mushroom with a box of explosives aligned *directly* on the opposite side of the mushroom. Then press Pey'j's Action button to trigger his Super Action, which again is the Jet Boots stomp. When he stomps, the Lycoperdon hops up. Quickly press your Action button to trigger Jade's Dai-jo stick attack.



Once Jade begins her slow-motion swing at the Lycoperdon, you can adjust the target spot where she'll knock the mutant mushroom. Move the targeting circle that appears, centering it where you want to bat the Lycoperdon.



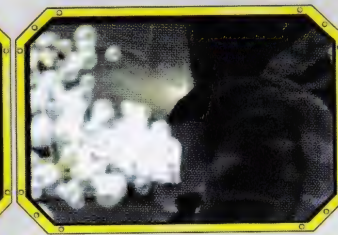
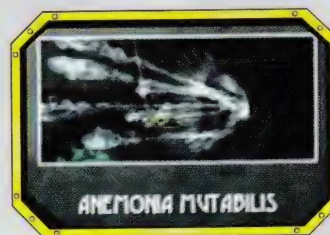
1-51. First, line up Jade and the dynamite boxes on opposite sides of the Lycoperdon. Second, use the Pey'j Super Action stomp to pop up the mushroom. Third, whack the mushroom at the boxes.

Now watch as Jade swivels in beautiful slo-mo action, executing a full 360 swing of the stick. Then she bats the poor mushroom into the dynamite boxes on the opposite side, triggering a massive explosion. Repeat this until all dynamite boxes have been detonated.

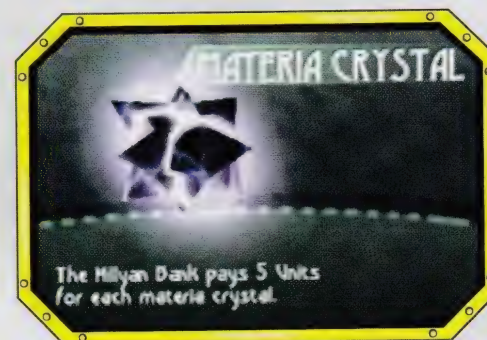
Now look at the damage. One box explosion has knocked a hole in the cave wall. Enter to find an open storage unit with some goodies inside—a couple of Starkos wafers and a Boost capsule. The other box explosion has cleared the path ahead for further exploration into the mine.

## BASH THE MUTANT ANEMONE

But now a hostile giant anemone blocks the way. Keep your distance from its stinging tentacles! Snap a photo of Anemonia Mutabilis, then hammer its trunk until the glowing tentacles retract.



1-52. Shoot a picture of the mutant anemone. Then bash it senseless so it retracts its poisonous tentacles and closes up.



1-53. Scoop up all the Materia crystals you knock out of the anemone.

Now you can pass safely, picking up the Materia crystals the mutant creature expelled during the attack. As Secundo notes in his scan, the Hilayan Bank pays 5 units for each crystal. Your digital friend automatically transfers the units into your "Easy-Unit" debit card account.

Continue up the rock ramp to the next platform, where Pey'j calls for you to "come look at this." He stands next to a metal grate. You can't get through without tools. But as Pey'j adds, "We're in a mine. There's gotta be a toolshed." This gives you a new objective.

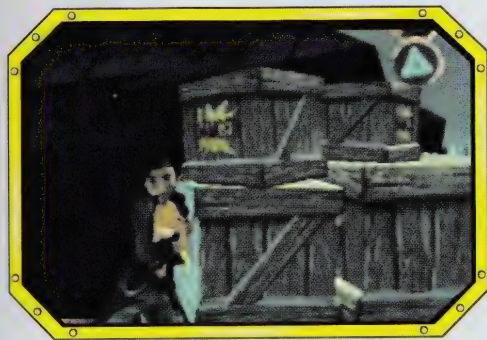


1-54. This grate and other block mine passages. Find a wire cutter!



## BLAST DOWN THE RAMP

Another raised gangway sits on the platform near the grate. But there's no sign of a gear assembly to lower this ramp. Now what? Note that a nearby mining car is loaded with boxes of explosives. Looks like you'll have to get the ramp down with some brute force.



**1-55.** Push the mining car of explosives to the raised gangway.



**1-56.** Bat the nearby Lycoperdon into the moved mining car to trigger a chain reaction that knocks down the gangway.

Push the mining car down the track as close to the raised gangway as possible. Then find the Lycoperdon in the nearby cavern. Line up Jade on the other side of the Lycoperdon, use Pey'j's Super Action boot stomp to raise the mushroom, then attack it so Jade bats it into the mining car. The resulting explosion knocks down the gangway. Slick!

Bat a few mutant mushrooms into the Materia deposits on the wall, too. Scoop up the crystals.

## SHOOT THE FLY

Hear that buzzing? A new insect hovers in this cavern. It may look like the previously photographed Adalia Octopuntata—but if you look closely, you see it has no horned head like that species. Take a picture. This bug is the Musca Saprophagia—a fly.



**1-57.** Photograph the flying insect in the cavern: Musca Saprophagia.

Now cross the newly lowered ramp. Some glowing fireflies (Lampyris Campestris) hover on the opposite platform. You should have these in inventory already, but if not, take a photo. Then get ready...

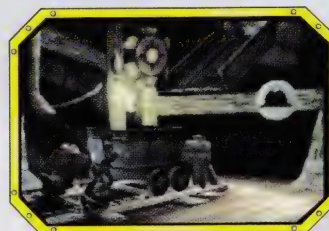
## CROCHAX ATTACKS!

As you move across the platform, a massive Crochax Velox bursts through the floor in a surprise attack. Forget about taking a photo here. Start swinging your stick! Remember to punch the Dive button to dodge attacks. When the flying beast finally goes down, Pey'j warns that more are likely up ahead.

Guess what? He's right.

## CAR AND CHUTE

Continue to the mining car at the end of the platform. Find the gear assembly in the corner and use it to lower the chute up above. Jade can't quite reach the chute from the platform, so she needs a jumping platform.



**1-58.** Push the mining car under the chute. Then hop up and proceed into the Secondary Shaft.

Push the mining car toward the chute. (Pey'j automatically helps push.) Jump atop the car, then hop onto the chute. Proceed up the chute into the next shaft.



## SECONDARY SHAFT THE MEDUSA CAVERN

Uh oh! As Pey'j says, "Jellies!" These medusa-like floating creatures are actually the species *Cyanea Urtica*. Snap a quick photo and send it off to the Science Center. This should finish up your second roll of film and earn another Pearl. Then start making jelly sandwiches with your Dai-jo stick.



**1-59.** Photograph the "jellies" then smash them into *Cyanea* jam. Get shots of the spiky mutant medusas, too.

This is actually a three-part assault. Behind the first jellyfish wave floats another form of medusa, with claws and elephant-thick skin. This mutant species is *Pelagia Pachydermis*. Snap a photo and start hammering.

Finally, a creepy pair of *Crochax Velox* brings up the rear. Get a quick photo, then fight hard. Keep your distance! If they get in close and pin you to the ground, you can lose an entire heart from your energy gauge. Once the battle is over, photograph one of the stately, flowing *Alicias* undulating on the cave walls.



**1-61.** After the battle, take a leisurely shot of the magnificent *Alicia Splendens*.

At the next door, order Pey'j onto one ground switch as Jade stands on the other. Proceed into the next area.

### STORAGE LOCKER ROOM

Jade and Pey'j drop into a room full of shelves and lockers.

Save your game at the Mdisk terminal and replenish health items with purchases from the K-Bups vending machine. Then start kicking open lockers.

Two lockers contain some nice powerup items. The locker on the end holds something even nicer—a pair of wire-cutting pliers. Take them. Jade hands them over to Pey'j, to his delight.



**1-62.** Kick open the locker to find pliers for Pey'j. Now he can cut through wire grates.

Walk over to the nearby grate. It's the only way out of this room. Press Pey'j's Action button to summon him. He goes right to work with the pliers. Go through the now-opened grate and proceed down the sloped passage to the Evacuation Map. Turn left at the map to explore another cavern.

### SPONGE ROOM

Snap a photo of the big glowing sponge-creature (*Sponges Gluanteus*), then walk across it to see the big snail-like creature (*Helix Rupestris*). Wait until its shy head pops out, then photograph it, too. Then exit the cavern.



**1-63.** Photograph this pair of big, benign creatures in the watery cavern beneath the locker room.

### BACKTRACK TO THE WATERFALL ROOM

Now you can return to the grates that blocked progress earlier. Walk past the Evacuation Map and hop up onto the raised passage just beyond it. Follow that passage upward into the Secondary Shaft where you fought all the jellies earlier. Turn left at the top of the ramp.

More medusa creatures attack here. Fight them to pick up extra *Materia* crystal units, or just run past them to the next area. Now retrace your route all the way back to the first opening into the mine area.

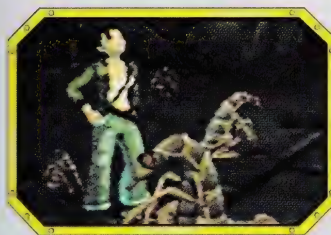


## LIGHTHOUSE AND BLACK ISLE

Just before you reach the area where Mr. De Castellac's man waits by his black car, veer left into the cavern with the water-fall and pool. Climb up into the big metal pipe on the left and follow it to the open cistern area.

### ASTACUS CISTERN

Snap a photo of one of the odd creatures waddling about—species *Astacus Erectus*. Find the Starkos wafer on the ground near the wall. Then approach the grate on the wall. Grab the Boost capsule there, then have Pey'j cut open the grate.



1-64. Add one of these cuddly mutant mantises to your Science Center album.

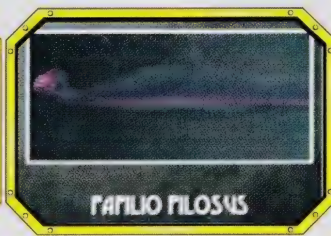


### SLUG VISTA

Follow the duct to the next grate, which is torn open. Look across the canyon. See the large, slug-like creature crawling past on the far ledge? Zoom in with your camera and take a picture of *Papilio Pilosus* for the Science Center



1-65. From the torn grate opening, find the big slug (circled) crawling through his lair on the far wall. Then snap his photo.



Drop down to the ledge just below and nab the PA-1 from the storage cabinet. You'll need this extra energy capacity soon enough.



1-66. Don't miss the lovely PA-1 on the ledge just below the torn grate.

### RETURN TO THE LAST GRATE

Now go back through the mines until you reach the grate you had to bypass earlier on the platform. Have Pey'j cut open the grate, then go through it to the vending machine. Buy the PA-1 to raise your energy gauge by another heart.



1-67. Pey'j cuts through the platform grate.

Continue down the stairs, then move Jade up against the wall to edge across the chasm along the narrow ledge. Pey'j can't follow, of course. Climb to the next platform with another large set of scales.

### MORE MUSHROOM BATTING

A Lycoperdon sits smack in the middle of the next ramp up. Pey'j may be far away, but his thunderous boot stomp still works here. First, use his Super Action to pop up the Lycoperdon and knock it into the Materia deposit on the left wall. Scoop up the crystals when they fall, then climb the ramp to the top.

Another raised gangway sits by another mining car full of explosives. The ramp will drop right to Pey'j if you can knock it down, but you can't hit the car with the Lycoperdon where it sits now. So push the mining car to the end of the track.



1-68. Push yet another car of explosives to the end of its track, then nail it with a battered Lycoperdon to knock down the ramp to Pey'j.

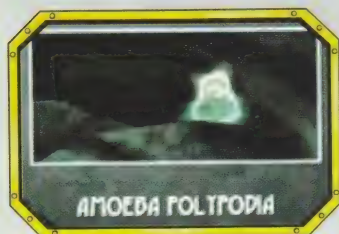
Now get on the far side of the Lycoperdon, call on Pey'j's Super Action, and knock the dang mushroom into the mining car. The explosion knocks the ramp down to your companion, who tries to rejoin you.



On the way, however, Pey'j is ambushed by a flight of nasty Crochax Velox. Run down the ramp and kick some dragonfly tail.

## SECRET AMOEBALCOVE

After the Crochax fight, go down the ramp you just lowered to find a newly revealed alcove. (It was hidden behind the raised ramp earlier.) Enter to find an amusing pair of shy Amoeba Polypodia. When you use your camera view and look at one, it ducks down behind the rocks and the second Amoeba pops up. When you swivel to focus on the second one, it ducks down and the first one pops back up. And so on.



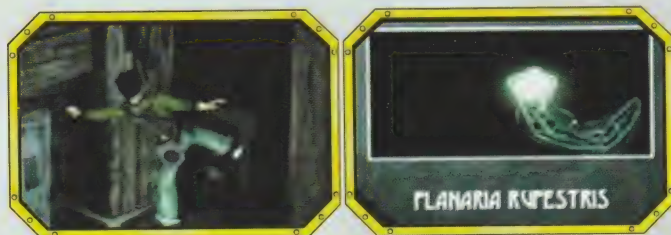
**1-69.** Shoot fast to get an Amoeba shot. They duck quickly when targeted.

To get a picture, keep your finger on the Action button, swing your camera quickly from one to the other, and snap a shot immediately. This may take a few tries, but you'll get a serviceable photo eventually.

## KICK TRICK (LURING THE PLANARIA)

Go back up the ramp, crawl up the ledge, and stand on either one of the yellow scale platforms. Activate Pey'j's Super Action. He stomps on the opposite scale platform, catapulting Jade up to the next level. Drop down into the room on the other side and push the wall button to let Pey'j through the doorway.

Now comes a tricky photo opportunity. Hop up to the electricity box (marked by a lightning bolt) in the corner. Note that Jade can kick it when she approaches. Do it! Kick the box to knock out the lights for a few seconds. Now quickly switch to camera mode and aim up at the ceiling.



**1-70.** Kick that electricity box in the corner to lure out the Planaria for a photo session.

See that? It's a rare Planaria Rupestris. These gorgeous glowing creatures only come out in the dark. When the lights flicker back on in a few seconds, the Planaria quickly disappears.

If you miss the photo the first time, just kick the power box again. The Planaria floats out of its lair every time the room goes dark.

Now send Pey'j with his pliers to cut through the grate across the room. Move on!

You're getting close to your goal now. But a few more unpleasant mineshaft surprises lie ahead. Get your finger on the Aiming mode button, ready to switch to camera view, and then follow the path down into the next cavern.

## MAIN SHAFT: SHOOT THE NAUTILUS

Just as you enter the Main Shaft, you see a white shell-like creature floating in the distance. Quick! Raise your camera, zoom in, and shoot a photo before it disappears behind the wall (see 1-71). This is the Nautilus Fluoreus, very difficult to find and photograph. (If you miss the shot here, you'll get an easier photo opportunity after you finish the upcoming fight.)

## PALINURUS TOSSING

Here's a fun challenge. You reach a dropoff where you must leap down to a lower plateau. When you land, Jade notices some baby creatures underfoot. Suddenly a pair of Palinurus Rupestris attacks. (Snap a quick photo to document their existence.) Sure, they look and sound goofy, but don't underestimate their lethality.



**1-71.** Ever get the feeling something's watching you?

The first two are little more than a nuisance. But after you defeat them and proceed across the bridge to the next clearing, more Palinuruses start coming at you.



**1-72.** Knock each Palinurus off the ground with the Pey'j Special Action stomp, then have Jade bat them right out of the air toward the raised gangway (right) and some Materia crystal deposits (one, left).



## LIGHTHOUSE AND BLACK ISLE

But, believe it or not, this is a *good* thing. You need to bat a Palinurus body into a specific target—in this case, the raised gangway across the clearing—just as you did earlier with the Lycoperdon mushroom creatures. And you must do it in the same manner—the Pey'j Super Attack boot stomp lifts the Palinurus off the ground, then Jade bats the beast right into the raised gangway with her Dai-jo stick.

Is that fun, or what?



*Note that you can also club Palinuruses into the Materia crystal deposits high on the cavern walls. You can't reach these otherwise.*

### SAVE AND CASH OUT

After you knock down the gangway and clear the area of Palinuruses, cross the ramp and hop up to save your game at the Mdisk terminal. Then smash up the big Materia crystal deposit to score some cash crystals.

### REFUEL WISELY

Hop back down and use the gear assembly near the gangway to lower a platform. Climb up to the vending machine and replenish health items, but spend wisely. By now you should have five hearts on your energy gauge. So K-Bups boxes are more efficient purchase.

Do the math. At 300 units per box, K-Bups restore your energy gauge to full, no matter how low it is. So if you have a five-heart gauge with four empty hearts, it costs you 600 units if you replenish with Starkos wafers (four times 150) but only half that if you consume one box of K-Bups.

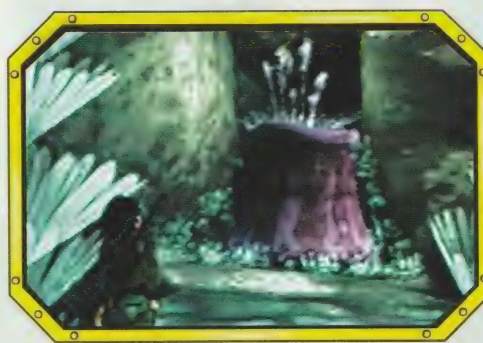


*1-73. Starkos wafers are no longer such a good buy once your energy gauge capacity is at five hearts or more.*

So about now, consider buying only K-Bups boxes at vending machines, especially if your bank account is low. Restore hearts only when your health is very low to most efficiently use your money. Of course, it never hurts to keep a store of a few Starkos wafers for emergencies.

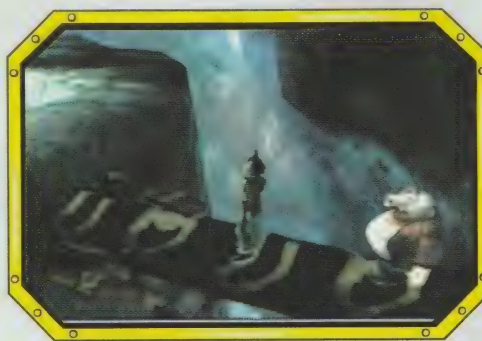
### ANEMONIA ALLEY

Now bash your way through the three Anemonias blocking the path behind the vending machine. When each retracts its tentacles, move on. Continue until you reach the "vertical" Anemonia—its tentacles flow upward instead of sideways.



*1-74. That last Anemonia blocking the path is vertical. Use the Pey'j Super Action stomp to flatten it.*

Jade can beat this fellow down only so far. Whack him until he shrinks a bit, then use Pey'j's Super Action to stomp the Anemonia flat enough to cross over. Continue to the odd, striped bridge that leads to the mine's final area—a steamy, hole-ridden plateau.



*1-75. Interesting bridge, isn't it?*



# PTEROLIMAX DEN BOSS FIGHT

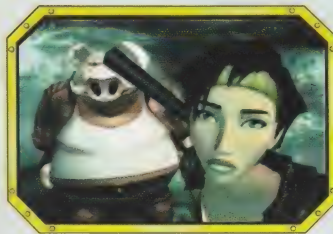
Cross the bridge and veer to the right. Look across the chasm to see what appears to be two harmless looking little DomZ creatures—the Pterolimax. Bring up your camera view and wait until you get both creatures in the shot before snapping the photo. This is your Mission photo. Send it off to De Castellac for publication.



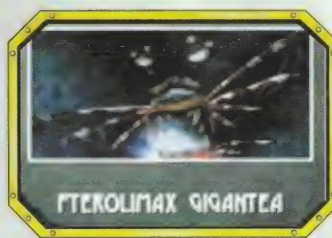
**1-76.** Get a photo of “both” creatures to complete the mission objective.

Now get ready to fight.

The “two little creatures” turn out to be one really *big* creature. And the bridge you just crossed is its tail. So when the Pterolimax rises up to howl at you, your bridge to safety retracts. There is now no escape from this platform.



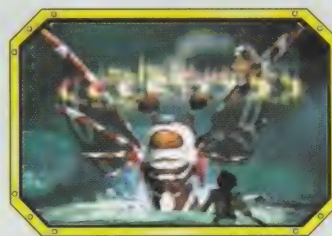
**1-77.** The little creatures get real big, real quick.



**1-78.** Don’t forget to snap a photo of the Pterolimax Gigantea! It’s worth a 3000-unit boost to your bank account.

## HOW TO DEFEAT THE PTEROLIMAX

The key is teamwork. The Pterolimax pops its head from one of the plateau’s several holes, spits green acid at you, and then spins if you try to approach, slashing you with its scaly fins.



**1-79.** Use Pey’j’s Super Action stomp to stomp the beast’s head and stun him momentarily. Jade must attack him during this brief lull.

To stop these attacks, activate Pey’j’s Super Action stomp. Pey stomps the beast’s head. This stuns the Pterolimax long enough for Jade to rush in and inflict several good blows with her Da stick before the beast retracts into its hole.

Unfortunately, the Pterolimax is not alone. Its minions come at you in two waves—Cyanea jellies first, then Crochax flyers.



**1-80.** Run away when the Pterolimax rises from its hole to make flying acid passes at you.



## LIGHTHOUSE AND BLACK ISLE



After you defeat the minions, inflict the stomp/stick combo attack on the Pterolimax again, dodging his acid blasts. Soon he gets really mad and rises out of the hole, flying at you while spitting acid. Run and dodge these attacks, using your Acceleration button for extra running speed. When the monster returns to his hole, wait until his head emerges and use the Pey'j Super Action to stun him again, following up with a Dai-jo attack.

Keep up this pattern until the beast finally dies. Then pick up the Pearl that emerges from the carcass.



1-81. When the Pterolimax finally falls, it gives up a Pearl for you.

## MEET HAHN AND IRIS

Now watch the long cinematic. It turns out that "Mr. De Castellac" is a fiction. His dark agent introduces himself as Hahn, and admits he's an operative in the IRIS Network, the underground rebel group working against the Alpha Section. This Pterolimax mission was a "situation test" of Jade's worthiness to work for IRIS—a test, says Hahn, that she has passed most impressively.



1-82. Hahn is from IRIS—and his limo is really just a taxicab. Now Jade has a decision to make. Can she trust this man?

Hahn explains the IRIS cause. The network knows that the Alpha Sections actually facilitate the DomZ invasion, capturing ten people for every one that they save. "They suck the lifeblood out of our planet, exactly as they've done to countless others," he says. He asks Jade to help provide photographic proof of the conspiracy so the Hillyan people can see the truth.

If interested, Jade should contact "Peepers" at the Akuda Bar in the pedestrian district of the city. Jade decides to check it out.





# PART

# TWO

# TOWN AND FACTORY

Jade's ready to find out what IRIS knows. But first, she must find IRIS headquarters. Exit the Black Isle dock area and follow the hovercraft compass to the City (see 2-1). After you enter the Main Canal, proceed to the first canal intersection and turn left to approach the Pedestrian District.



2-1. Here's the route from Black Isle to the city's Main Canal and Pedestrian District.

## PEDESTRIAN DISTRICT

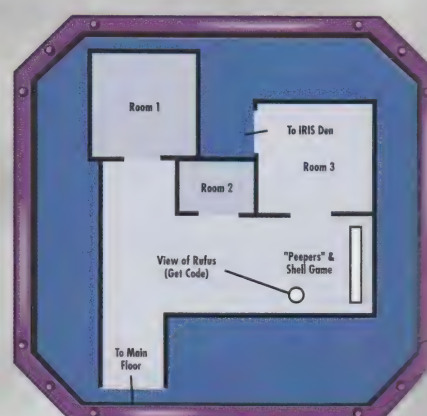
This vital area of Hillys features shops and entertainment facilities. You also find some secret areas where Jade can "earn" (read: steal) extra cash and Pearls from the Alpha Sections.



Pedestrian District: Lower



Pedestrian District: Mid



Pedestrian District: Upper



# TOWN AND FACTORY

## ITEMS AVAILABLE

3 Secret codes  
Animal Detector  
Pearl Detector  
Materia crystals  
Pearls  
Various Health/Repair items

## NEW ANIMAL SPECIES TO PHOTOGRAPH

Aquilus Sapiens  
Walrus Sapiens  
Taurus Sapiens  
Carcharodon Sapiens  
Felis Sapiens  
Koi Kumonryu

## PRIMARY OBJECTIVES

Meet "Peepers" at Akuda Bar  
(IRIS network contact).  
Enter the IRIS headquarters.  
Optional: Retrieve Alpha Section loot  
from the "Transit" area.

## JADE'S PATH

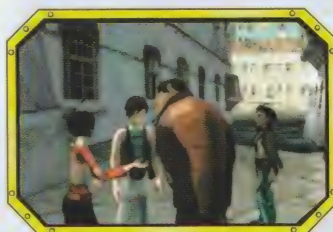
When you travel into the Pedestrian District from the Main Canal, your hovercraft automatically docks and you see Jade and Pey'j on the ramp leading down to the district's lower level.



*2-2. Negotiate the Main Canal to the Pedestrian District, the thriving heart of the city.*

## LISTEN UP

Go down the ramp and eavesdrop on the citizen conversation. The populace clearly believes that the Alpha Sections are their protectors and the IRIS network is a bunch of terrorist rebels.

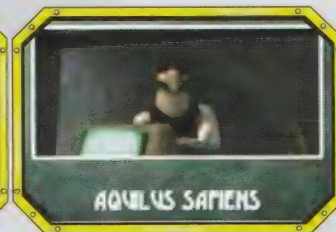
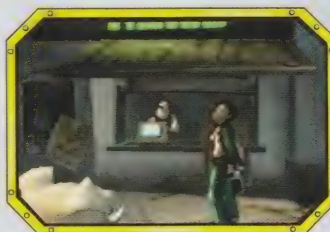


*2-3. Eavesdrop on conversations to pick up the buzz around town.*

Proceed up the ramp to the left leading to the district's mid level where another citizen conversation extols the virtues of the Alpha Sections.

## GET THE NEWS

Approach the green sign of the newsstand. Snap a photo of the bird-man (Aquilus Sapiens) at the counter. Then press the Action button to talk to him. Say "Hello" to trigger the transaction process of putting your "Easy-Unit" card in the stand's decoder.



*2-4. Photograph the newsstand cashier, then subscribe to his newspapers.*

Talk to him again and say hello again. Go through the conversation tree and subscribe to both *The Hillyan Guide* and *The Hillyan Word*. These subscriptions add interesting background info (including Alpha Section propaganda) to the game, but aren't necessary to win.

Open the Mails menu, and select the message you want to read.



## GET A WALRUS SHOT

Besides the bird guy, you can find several other Sapiens species in town. Be on the lookout for the Walrus Sapiens roaming the streets as you move through the district.



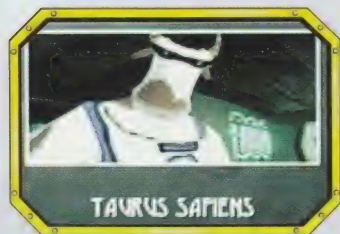
2-5. Photograph the walrus-human pedestrian for the Science Center. (Pey'j jumped into our shot here!)

## AKUDA BAR

From the newsstand, turn around and climb the ramp up to the Akuda Bar. Enter and take a shot of Mo the bartender (Taurus Sapiens), then talk to him. He tells you that "Peepers" is upstairs, as usual. He also tells Jade about "a fabulous treasure hidden for hundreds of years in the crater of the volcano." Hmm. We can't access the volcano crater yet, but we'll certainly check out this rumor later.



2-6. Enter the Akuda Bar, home of Hillys culture at its finest.



2-7. The Akuda is a melting pot of species. You'll find three new ones in here—a bull-man behind the bar, two shark-men on the main floor, and a cat-woman upstairs in a back room.

Next, talk to the drunken guy at the bar. He points out that the "Shark" named Rufus at the corner table is up to something funny. We'll find out what Rufus has to hide in a minute. First, let's have some fun.

## PLAY PALLETS WITH FRANCIS

See the toothy fellow at the gaming table? That's Francis, and he's a shark alright—a game shark. Take his picture [Carcharodon Sapiens] for the Science Center then talk to him. He challenges you to a game of Pallets, and explains the rules.



2-6. Enter the Akuda Bar, home of Hillys culture at its finest.



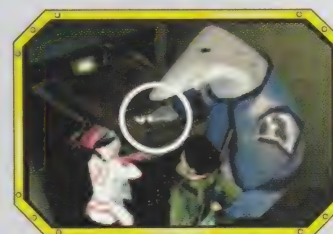
2-8. Francis is good, but not unbeatable. Practice your Pallets a bit, then wager for his Pearl.

Francis is indeed good at Pallets, but you can beat him pretty easily with a little practice. We suggest a few rounds of Training, then some pressure games at the "Bet 100" level before you put up 1000 units against his Pearl. But it's entirely your choice. Do you feel lucky?



## PILFER THE RUFUS CODE

Look over at Rufus, the shark-man sitting in the corner booth by the stairs. He sits with his right hand on his chin. But if you approach him, he quickly puts his hand over a number written on a piece of paper lying on the table. What the heck is that? You can talk to him, but Rufus won't squeal.

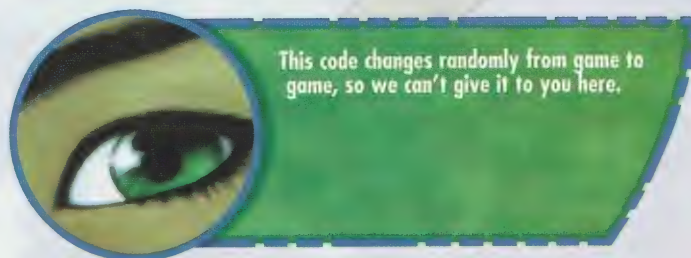
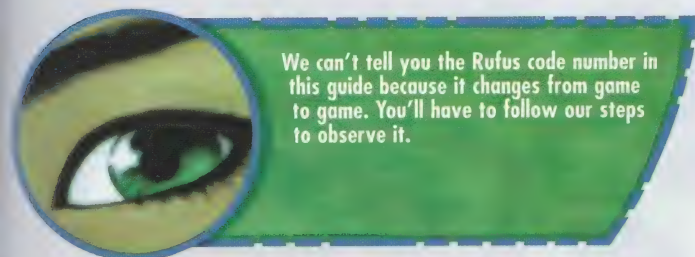


2-9. Rufus hides a code with his hand whenever you approach. Go upstairs and use your camera to zoom in and read the number.



## TOWN AND FACTORY

Time for some clever espionage. Go upstairs and stand by the railing overlooking Rufus and his female companion (her name is Miss Seven) below. Bring up your camera view, focus on their table, and zoom in until you can see the number. Note also that the paper has the word "Power" as a headline.



### USE RUFUS'S CODE ON DOOR 2

Now turn around and walk to the middle door in the balcony hallway, marked with the number 2. Note the "Soul Power" poster next to it. Press the Action button to get a code screen and enter the code you saw on Rufus's paper, then select Validate.

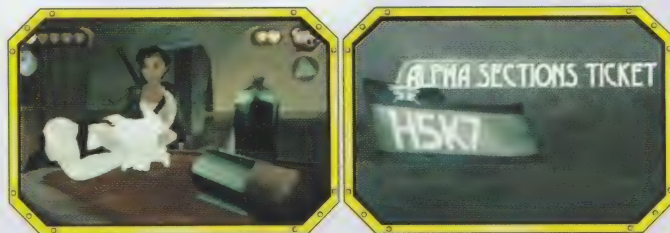


**2-10.** Enter Rufus's code in Door 2 upstairs then loot the closet. Don't miss the Pearl in the locker.

When the door opens, enter the closet. Grab the Boost capsules on the shelf. They'll come in mighty handy when you do some racing later. Then kick the locker open. A Pearl! Take it. Hey, Rufus undoubtedly stole it anyway.

### MEET THE REPENTANT THIEF IN ROOM 1

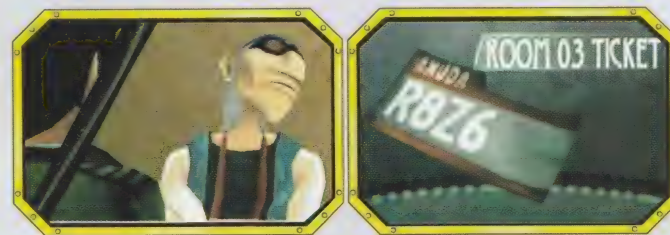
Exit the closet, turn right, and go to the door marked number 1. Use the wall switch to open the door, then enter the room. Talk to the despondent Capra Sapiens woman. She gives you a ticket and says it's the code for an Alpha Section safe "where they stock what they've stolen from the Hillyans." She adds that the safe is in a shed off Fountain Square. Exit the room.



**2-11.** This poor woman lost her family and gives Jade a code for an Alpha Section safe. (Note: this code changes from game to game, so don't use the one you see here.)

### MEET AND BEAT "PEEPERS"

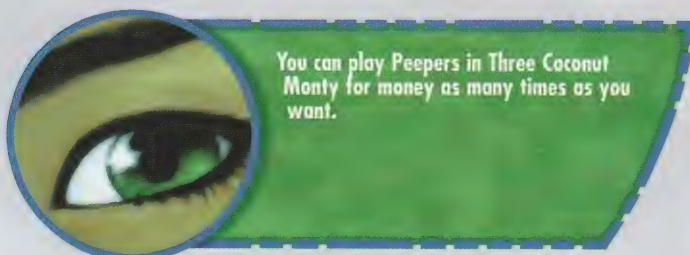
Approach the gentleman (who appears to be blind) in the window at the end of the balcony hall. Talk to Peepers, who offers you a game of Three Coconut Monty—he'll place an object under one of the three coconut shells before him, move the shells around, then ask you to pick which shell hides the object. Select the code phrase—the haiku about shells. Accept his challenge and play.



**2-12.** Play Peepers in Three Coconut Monty to win a ticket with the Room 3 entrance code.



Keep your eye on the coconut! When he's finished, use the control stick to move his hand over the shell you pick. If you pick the correct one, Peepers gives you a ticket with a code number on it and suggests you try Room 3. He also suggests you take a look at "the beautiful old locker."



## ENTER ROOM 3

Use the code on the Room 3 door and enter the room. It looks like a normal bedroom. But approach the locker cabinet in the alcove to the left. Note how Jade automatically backs up to the locker. Press the Action button to push the locker. It turns on a rotating platform!



**2-13.** Move up against the Room 3 cabinets and push them to rotate into a secret den.

## PRIMARY OBJECTIVE: IRIS DEN

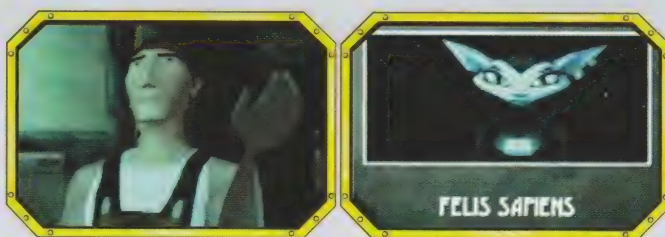
Walk down the ramp into the den to meet the IRIS gang. Hahn is here, plus operatives Nino, IRIS radio operator and transmissions specialist; Mei, a Felis Sapiens who edits and distributes of the IRIS underground newsletter; and Peepers, who it turns out recommended Jade to IRIS.



**2-14.** Hahn welcomes Jade and introduces her to the HQ team.

Jade learns that the IRIS network is a widespread movement, with active cells in 13 systems across the galaxy. Even the governor of Hillys is suspicious of the Alpha Sections after numerous disappearances associated with a recent DomZ bomb strike along the canal. She's ready to cooperate and lend assistance to IRIS, too.

Jade also learns that the Alpha Section agents take their Hillyan captives to the nearby Nutripils Factory, where they are somehow "processed" and shuttled to the old Slaughterhouse for transport to the moon aboard military cruisers. From there, nobody knows what happens to them. No agent has ever returned from these locations.



**2-15.** Nino is the IRIS radio transmissions specialist. Mei is your data/photo contact. Take her picture for the Science Center, too.

IRIS recently lost contact with their best agent, known as Double H, after he infiltrated the Nutripils Factory to gain proof of the Alpha/DomZ trafficking. Your job is to take over his mission of infiltration, getting picture proof of the activities there.

Then Hahn gives you a City Pass, courtesy of the governor. This pass gives you access to the entire Pedestrian District. Now you can get past the Alpha Section guards.



**2-16.** This City Pass gets you past the guards in the city's restricted areas.

## TALK TO THE TEAM

Talk to everyone in the headquarters to get additional information. First, Hahn tells Jade that the identity of the Hillys IRIS section leader is unknown. Then he explains that Jade's objective at the factory is twofold—to reveal the DomZ human trafficking, and to show that the Alpha Sections are accomplices in this.



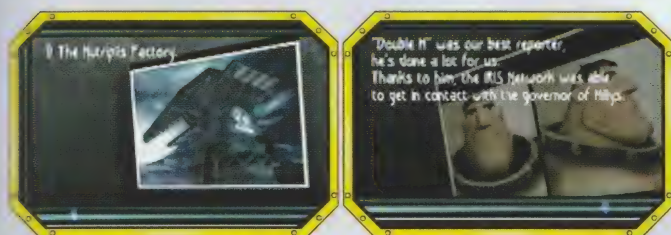
## TOWN AND FACTORY

Hahn reports that the governor has already helped IRIS in the past, and has a special team of decoding experts that can break any lock code if you send them a photo of the serial number. He also tells Jade that she can find copies of the IRIS underground newspaper at Ming-Tzu's in the town's Fountain Square.

Before you go, snap a photo of Mei, a Felis Sapiens and thus another species for your Science Center inventory.

### VIEW THE DOUBLE H REPORT

Take the Mdisk from the nearby kiosk. You see it's entitled "The Pearl and the Currents." Turn left and use the Mdisk reader to view it. Here you see Jade's mission outlined, and you see the last contact from IRIS agent Double H.



18. Read the Mdisk to learn more details of the mission...and see the last report of Agent Double H.



2-19. The governor's experts can crack any code if you photograph the serial number (like the one seen here) and transmit it to them.

On the disk, Hahn explains that the mission calls for evidence of the evil DomZ/Alpha activities so IRIS can lead an uprising on Hillys. But photographic evidence is needed—photos of the victims and helmet-less Alpha Sections, in particular. Then comes the chilling ship's log of Agent Double H. He managed to penetrate the factory, but then the report ends; Hahn comments on a frightening creature called a Reaper, and the presence of something called a "Spirit Eater."

Exit the IRIS den. As Jade leaves, Hahn asks her to pick a code name. She selects the strange name she heard from the DomZ monster at the story's beginning: "Shauni."

### TALK TO PEY'J

Head back downstairs to the bar. Talk to Pey'j and ask him all questions. He has some excellent suggestions. First, he figures a good neutralizing cannon would take care of "those robo-critters" that deny passage to the Factory. Second, he points out that Ming Tzu sells detectors at his store—for animals, for Pearls. These would be helpful, wouldn't they?

Exit the Akuda Bar and go down the ramp. Turn right and follow the walkway down to the Fountain Plaza.

### NOURI'S SIDEWALK STAND

Go to the sidewalk food stand across the plaza. Talk to Nouri, the vendor, and then buy his Pearl. Buy the PA-1 to boost your energy gauge another heart. Stock up on K-Bups boxes if you're low, too. Then move up the plaza past the Alpha Sections and enter the open shop doorway.



2-20. Nouri has a Pearl for sale. Buy it and the PA-1, plus a few other health items.

### MING TZU'S SHOP

Approach the counter and talk to Ming Tzu to get your account identification verified. All of his merchandise displays then open for sale.



2-21. Talk to Ming Tzu and take a picture of his fish (circled).

### SHOOT THE FISH

Before you go on your spending spree, take a snapshot of Ming Tzu's fish in the fish tank next to the counter. The Koi Kumonryu species is one the Science Center needs to inventory. Good—you can use the extra cash.



## BUY DETECTORS

Now move into the merchandise area. To buy an item, just approach the open display and press the Action button. Purchase an Animal Detector for 1000, a Pearl Detector for 3000, and Super Attack Strengthened for 2000. If you have enough left over, buy the PA-1 or the Meca-Impulser...or both!



2-22. Buy some of Ming Tzu's fine merchandise, including the nifty Pearl Detector.

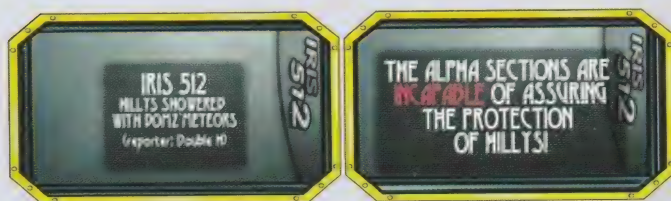


Consider giving one of your PA-1s to Pey'j. (He may ask for them a few times.) Open inventory, open your S-A-C, and select a PA-1. Use your control stick to swing it around the arc to the Pey'j icon and release it.

Leave the Pearl on sale for 3999. You have enough Pearls to get what you need for now. We'll buy it later, after Jade builds up her bank account again.

## GET THE IRIS NEWS DISK

Talk to Ming Tzu and give him the IRIS password (the pearl haiku). He opens his storeroom for you. Enter and watch the secret wall spin open, then take the Mdisk ("IRIS 512," an issue of the underground newsletter). Talk to Ming Tzu again and sign up for the IRIS Flash service, which sends you live news flashes from the IRIS Network.



2-23. Read issue 512 on the Mdisk that Ming Tzu keeps in a secret place in his storeroom.

Go to the Mdisk reader in Ming Tzu's back room and play the IRIS 512 disk. In it, Double H reports on the recent DomZ meteor attack. Then exit the store, turn hard right just outside the door, and follow the wall to the stairs. Climb the stairs and enter the facility called "Transit."

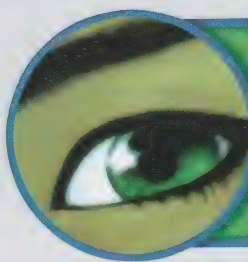
## BONUS AREA: "TRANSIT"

The doorway leads down to a dilapidated locker room. Smash the Materia crate and scoop up the crystals. Push the locker aside to reveal a passage. Kick the locker open and take the P-O-D. Then crouch and crawl through the hole. Get ready to do a lot of crouching and diving over laser beams.

Pey'j can't follow, so Jade is on her own here. But that's okay. You face no combat, only precarious leaping, running, and diving across numerous conveyor belts. (It's a good idea to save your game back at Ming Tzu's before attempting this puzzle, just in case you get trapped.)



2-24. Push aside the locker to find the secret passage into the Transit area, then crouch and crawl through.



It isn't necessary to negotiate the "Transit" conveyor belts to win the game, but you can find plenty of money and a Pearl here.

A step-by-step guide through the jumping puzzle would be unnecessary. The basic principles are simple:

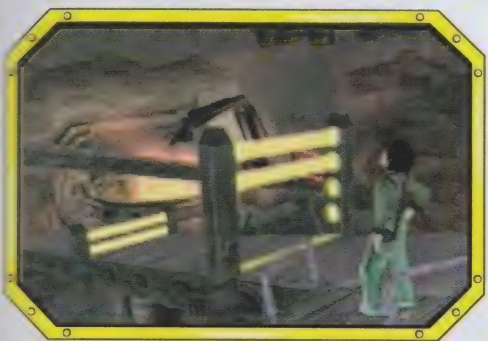
- ▶ Proceed to the furthest available platform (look for its glowing purple railings) off the side of each successive conveyor belt.
- ▶ Duck under or dive over laser barriers along the way.
- ▶ Keep jumping down to the next lower conveyor belt.
- ▶ Also: Watch out for crates moving along some of the belts. You have time your run to the next platform between crates.



## TOWN AND FACTORY



**2-25.** Keep moving to the farthest available platform (like the one here) on each conveyor belt, then drop down to the next belt below.



**2-26.** Duck under high laser barriers (right) and dive over low ones (left).

Be sure to smash up all the Materia crates along the way and scoop up the crystals. When you finally reach the end of the jump route, you find a Pearl waiting for you. Take it and step onto the next conveyor belt. Jade rides into darkness, but don't worry—she emerges in a second. Step off to the right, and hop down...right next to Pey'ji! You've come back full circle.



**2-27.** Here's the Transit payoff—a free Pearl.

Exit the Transit area back into the Pedestrian District. Now head for your hovercraft—exit the Fountain Plaza up the wide stairs and go all the way left (past the path leading up to the Akuda Bar) and down to the first level of the district. Go right, toward the water, and right again to climb the slope. You automatically end up aboard the hovercraft in the Main Canal.

Note that a new issue of the Hillyan Guide is available if you press the button indicated on-screen. The report notes that Pearls can be won in the hovercraft races. Let's do it!

## BAY CANAL BONUS AREAS

The Main Canal and Hillyan Bay provide access to some bonus areas where you can earn cash and Pearls if you're good enough at your hovercraft controls. The races pit you against other racers, of course. Top three finishers win cash, while the overall winner gets a Pearl.



**2-28.** This map shows the three bonus areas currently available via hovercraft.

You can also try the first of two chase courses. Looter's Cavern 1 is just off Hillys Bay near Lighthouse Island. This challenges you to chase down a bandit hovercraft through a hair-raising obstacle course. And one other cavern across the bay, Vorax's Lair, offers treasure and some creature combat.

This section directs you to all available areas at this point in the game. (More open up later, and we'll guide you to those, too.) We also give you a few basic tips on racing/chasing.



## ITEMS AVAILABLE

Cash prizes

Pearls

Materia crystals

## ENEMIES

Cyanea Urtica

Pelagia Pachydermis

Crochax Velox

## NEW ANIMAL SPECIES TO PHOTOGRAPH

Bufo Erectus

## PRIMARY OBJECTIVES

Win races to earn cash and Pearls.

Catch looter hovercraft for cash and Pearls.

Defeat Pearl Crochax to win its Pearl.

## JADE'S PATH

We can't really give you a "run" of a race or an obstacle course. Just keep trying each one until you're deft enough at the controls to win. Remember, however, that your Boost capsules give you a short-term burst of triple speed. These are most effective when used at the head of long straightaway stretches, but the extra speed doesn't hurt on twists and turns, either.



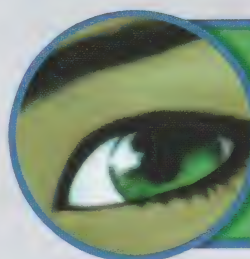
Don't expend your precious Boost capsules on a hopeless cause. Save them for situations where you have a realistic chance of winning the race/chase—say, if you're in third place or above, and you can see the leader up ahead. (If you can't even see the leader, you're pretty far behind.)

## RACES ONE AND TWO

Exit the Pedestrian District canal and go directly across the Main Canal to the entrances on the opposite side marked 1 and 2. (If you get lost, activate your hovercraft compass and follow in the direction marked "Race.") Inside the structure are passages to Race 1 or Race 2.



2-29. Follow your compass across the Main Canal to the races.



Race 1 is much shorter and easier to win than Race 2.

When you first arrive, you can enter Race 1 only. A top three finish in Race 1 opens up Race 2 for you, too. In each race, you compete against seven challengers. The first three finishers earn a cash prize, and the winner also receives a Pearl.



2-30. In each race, you start at the back of a pack of eight hovercraft racers.

Note: You can race as many times as you want, but you can win a Pearl only once. After that, a first-place finish earns you the cash prize only.



2-31. Use these acceleration ramps to boost your speed for a short time.



## TOWN AND FACTORY



2-32. The first time you win each race, you win a Pearl. After that you can still race, but you win only cash prizes.

### Some quick racing tips:

- ▶ **Keep your Acceleration button depressed almost all the way. You need full speed to win these races.**
- ▶ **Stay tight in the turns. De-accelerate slightly if necessary to keep from flying into the far wall.**
- ▶ **Use the accelerator ramps! These are marked by yellow arrows and give you a powerful boost of speed for a short time.**
- ▶ **Use your Boost capsules—but use them wisely. Don't waste them on lost causes. Save them for that critical run down the home stretch in a tight race, or to shoot past a visible leader on a long straightaway.**
- ▶ **Avoid contact when possible. Don't get into a ramming contest with a competitor. It just slows down both of you.**

## LOOTER'S CAVERN

From the races, go out to the Main Canal and turn right, heading for "Home" on the hovercraft compass. When you emerge into Hillys Bay, follow the right shoreline until you reach a beach leading up to a cave opening. (Look for two windmills spinning on the cliffs above the cave.) Scoot the hovercraft right up the sand and into the entrance.



2-33. Find the cavern entrance under the twin windmills.

Inside, move forward until the looter's craft drops from the ceiling. It robs you of 100 units, then takes off. Give chase! Stay on its tail through the wild obstacle course. You have to make it through five numbered security doors that are timed to close one after another. When you get through the last door, open fire on the looters' craft as it circles the final pool.



2-34. Looter's Cavern is a brutal obstacle course. Get past the five numbered doors to nail the bandits.

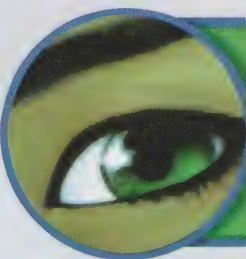
It's a tough run...but hey, if we can do it, you can certainly do it.



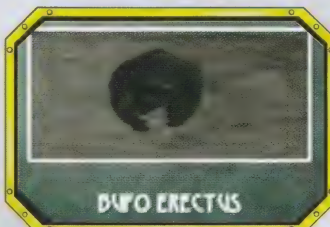
Avoid the floating circular mines. They don't explode, but they don't budge either, thus completely stopping your momentum.

## VORAX'S LAIR

Directly across the bay from Looter's Cavern 1, just past Mammago Garage (see the map in 2-28), is another beach leading up to a cave entrance. Jet into the cave and dock, then climb the ramp and nab the nice items in the cabinet—especially the PA-1 for another heart on your energy gauge.

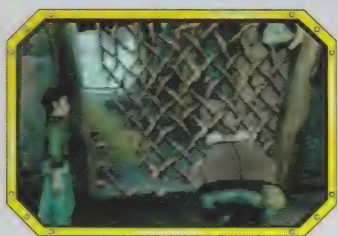


Pey'j must have the pliers from Black Isle before you can cut through the grate that blocks entrance into the Vorax's Lair.



2-35. Get a shot of the frog-like Bufo Erectus near the entrance of the Vorax's Lair for the Science Center.





2-36. Pey'j can cut through the grate with his pliers.

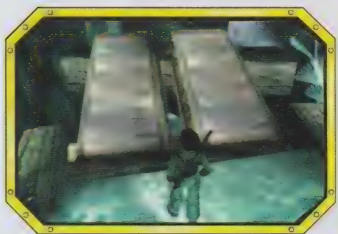
Photograph the hopping frog species (Bufo Erectus), then use Pey'j's Action button to have him cut through the grate blocking passage into the cave. As you enter, Pey'j exclaims at the sight of a Pearl Crochax.

## PALINURUS CAVE

Follow the ramp at left and hop down the other side to face a waddling squad of Palinuruses. Use Pey'j's Super Action stomp to pop the goofy beasts up in the air, then have Jade bat them into Materia deposits on the walls.

You can take as many shots as you want at these deposits, because the Palinuruses just keep coming, one after another, until you bat one into the raised gangway at the far end of the cave. This knocks down the gangway.

Once the gangway falls, no more new Palinuruses attack. Mop up those remaining in the cavern and proceed across the now-lowered gangway.



2-37. Knock down this gangway by batting a Palinurus into it when it's still raised.



Remember that once Jade begins her slow-motion swing after Pey'j does his Super Action stomp, you can use the control stick to adjust the direction (using the center circle) where she will bat the victim.

## MUSHROOM CAVERN

The next cavern features two raised gangways and a bunch of floating medusa creatures, including Cyanea jellies and their thick-skinned mutant cousins. Wipe out the attackers, then approach the yellow, glowing Lycoperdon mushroom.

Place Jade on the side directly opposite one raised gangway, use Pey'j's Super Action to pop up the mushroom, and then have Jade bat it into the gangway, knocking it down. Repeat this process with the other raised gangway. You can also use this teamwork to knock the Materia deposits off the high walls.



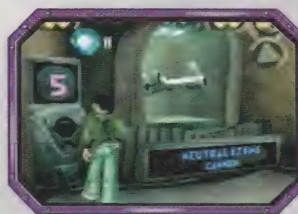
2-38. Use the Lycoperdon to knock down the next gangway.

Facing the gangways, cross the leftmost gangway to another Lycoperdon and two more Materia deposits on the walls. Knock them off in the same manner as before, then bat a mushroom into the raised gangway across the chasm. Now backtrack and go across the second (rightmost) gangway.

Hop over to the small rock plateau and bash the Materia deposit growing on the ground. Then hop across the chasm to the final plateau where you encounter a Crochax Velox swarm (including one carrying a Pearl). After you destroy the last Crochax, take its Pearl and backtrack out of the lair to the hovercraft.

## MAMMAGO GARAGE CANNON

To get to the Nutripils Factory and to a second set of bonus areas you must knock out the annoying Alpha Filter Robots blocking the passages. To do that, you need (as Pey'j pointed out earlier) a neutralizing cannon. You can get one of these babies from your favorite rhino brothers.



2-39. Buy the cannon for five Pearls.



## BUY THE CANNON

Head for Mammago Garage. Go to the Neutralizing Cannon display and press the Action Button to deposit five Pearls and buy the big gun. Note that you can hold down the cannon's fire button and the cannon will lock onto as many as three separate targets. Then release to fire the three-shot burst.



## TOWN AND FACTORY

Before you go, pick up a few items from the vending machines. In particular, buy the Meca Impulser to add a wrench to your overcraft's energy gauge. Then head back to your vehicle.

## DODGE THE METEOR ATTACK

The moment you pull away from Mammago Garage, the DomZ launch a meteor attack on the surrounding area. Keep moving at full speed to avoid meteors. When the attack ends, head straight for the Main Canal passage into the city.

## THE NUTRIPILS FACTORY

Travel the Main Canal and exit through its south gate. When you emerge, turn hard left and head toward the Nutripils Factory looming large in the distance.



2-40. Here's the route from Mammago Garage to the Factory.

### ITEMS AVAILABLE

Triangular Key  
Square Key  
Gyrodisk glove  
2 Fuses  
Jet Boots  
Materia crystals  
Pearls  
Various Mdisks  
Various Health/Repair items

### ENEMIES

Alpha Filter Robot  
Alpha Mini Spiders  
Alpha Cyclops  
DomZ Reaper (Cyclopeus Palustris)  
DomZ Specters  
Alpha Sections  
Loading Dock Boss

### NEW ANIMAL SPECIES TO PHOTOGRAPH

Manta Cyanea  
Rattus Giganteus  
Aedes Raymanis  
Cyclopeus Palustris (Reaper)  
Sarcophagus Domzii (Specter)  
Rattus Albus  
Blabera Gregaria  
Arachnis Viridis

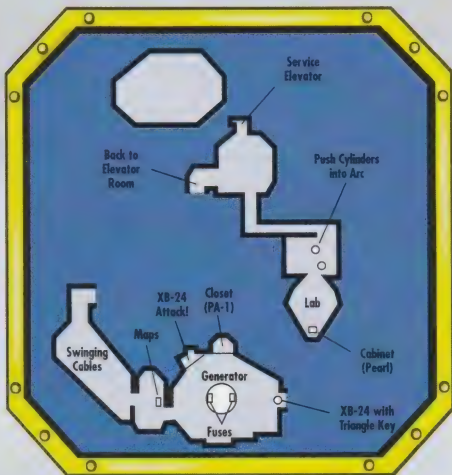
### PRIMARY OBJECTIVES

Get a photo proving DomZ/Alpha human trafficking.  
Get a photo of a helmet-less Alpha Section.

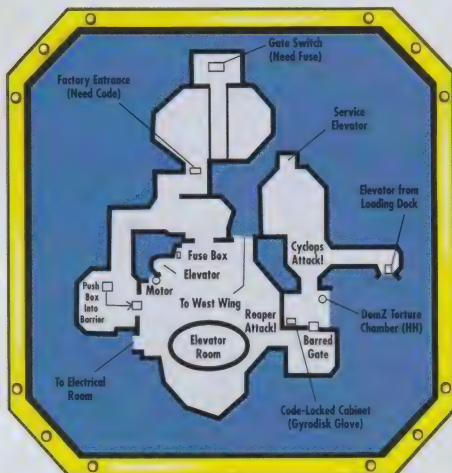


## JADE'S PATH

Our Factory tour starts with maps for Levels 2 to 5 of the Nutripils Factory. (Level 1 is just the water below the Factory—see 2-67.) Refer back to these to keep yourself oriented as you proceed through the walkthrough.



Factory: 2nd Level



Factory: 3rd Level



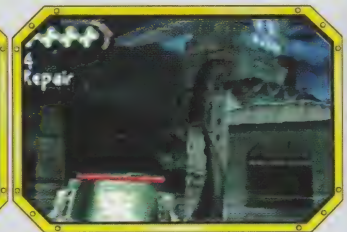
Factory: 4th Level



Factory: 5th Level

## NAIL THE ALPHA FILTER ROBOT

When you see the Alpha Filter Robot up ahead, get a targeting lock by holding down the Action button a few seconds, then release. Three shots fire at once and hone in on the drone. It takes only one such "targeting lock" hit with your new Neutralizing Cannon to knock out the Filter Robot.



2-41. Use the targeting-lock of your Neutralizing Cannon to blast the Alpha Filter Robot guarding the Factory entrance.

## SHOOT THE MANTA

If you glance up at the sky over the Factory you can see a large, graceful flying creature. Get your camera view on it and zoom in for a shot of the Manta Cyanea. Then proceed through the Factory entrance gate.



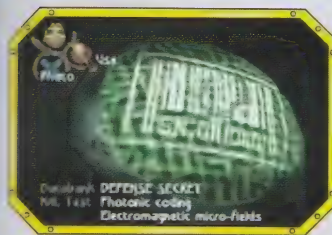
2-42. Photograph the huge flying manta over the Factory.



## TOWN AND FACTORY

### FACTORY ENTRANCE

Dock and hop up the series of jumps to the Factory entrance hatch. (It looks like a big drainage pipe opening.) Note the Crochax and Vorax gliding menacingly nearby. They won't attack unless you step onto the walkway next to the hatch. So take our advice: Don't. Save your energy. You'll tangle with them soon enough.

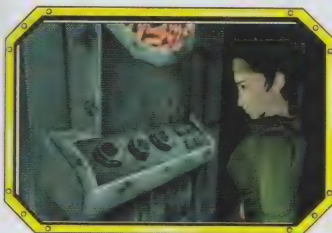


2-43. Send a shot of the photonic code display to the governor for decryption.



### CRACK THE CODE

Hop into the pipe and approach the photonic code display. Note that you have a message from IRIS in your mail. Your IRIS contact May reminds you that the governor's team can help with encrypted signals. Take a picture of the code and send it to the governor, who says "it's the code we deciphered a couple of days ago."



2-44. Enter the four-digit code into the code display to open the door.

After a few seconds you get another mail. Press the button indicated on-screen to open it and get the code (Code 1) from the governor. Jot it down. The code is randomly generated every game, so we can't give it to you here. Then enter it on the code display to open the door hatch. Proceed into the Factory.

### ELEVATOR ROOM

A grate blocks your path. Press Pey'j's Action button so he cuts the bottom wires with his pliers. Then have Jade kick the grate open. You get another mail, this time from Nino who has added the locations of the suspicious Alpha activity to your map.

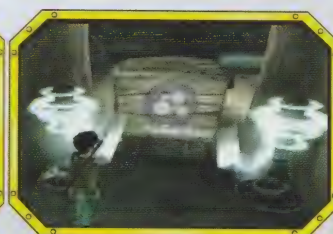
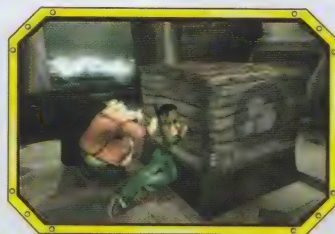


2-45. Get a picture of a rat, then stomp the disgusting thing.

Move through the grate into the first room. Take a picture of one of the big rats (Rattus Giganteus), then kick them all to smithereens. Now move down the side passage, diving over low lasers and ducking under high lasers. In the next room, press the wall switch on the left to turn off the lasers and allow Pey'j to rejoin you.

### BOXING THE ELECTRIC BARRIER

Use a little ingenuity to get past the next electrical barrier. Push the big box into the recessed walkway. Then push the box right into the barrier. Now you can crawl over the box into the next room.

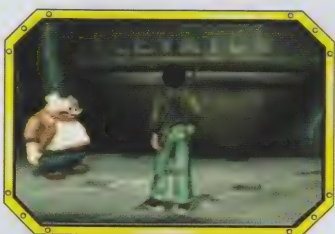


2-46. Push the box into the recessed track, then push it through the electrical barrier.

Pey'j seems to be getting nervous. He points out the glowing green tracks of a Reaper in the room, and warns you to keep an eye on the ducts.

### OBJECTIVE: ELEVATOR REPAIR

Fixing the elevator is your next objective. To do this, you must repair the motor and replace the missing fuse. And if you look toward the ceiling to the elevator's right, you see that the mechanism's power cable has been cut, too. So you must find a new power source. You can accomplish these in any order, but our solution is the most efficient.



2-47. It takes three steps to get this out-of-order elevator to work again.



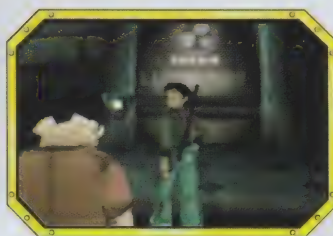
## FIRST: FIX THE MOTOR

This is an easy one. Approach the open elevator motor housing on the left side of the elevator. Press Pey'j's Action button to get Pey'j working on the motor. He fixes it quickly. Done!



2-48. Get Pey'j to fix the elevator motor.

Now things get a lot more complicated. Walk past the elevator and proceed past the sparking, severed power cable to the closed door labeled "Laboratory." Use the wall switch to open the door, and then enter.



2-49. This Laboratory door leads to the west wing of the factory.

## WEST WING

The game loads a new area, the West Wing. You start in the Service Elevator area. Before we try the elevator, let's fully explore this floor. Walk around the pillar to the right and use the wall switch to open the door at the end of the short corridor. Proceed through the doorway.

## DEVIATE THE ARC

More green Reaper tracks! And Pey'j says: "Those things love the taste of pork." No wonder he's nervous. An electrical barrier blocks entrance into the next room. But with a little cylinder-pushing, we can take care of that problem.



2-50. Push the first cylinder to this position on the left side of the electrical arc.

First, facing the blocked doorway, push the leftmost cylinder toward the wall next to the electrical arc. This attracts electricity on the left side.

Next, push the other cylinder as far as it will go to the right. Then push it toward the wall on the right side of the electrical arc. The cylinder deviates the arc and opens the path into the next room.



2-51. Push the second cylinder to the right side of the electrical barrier to split the arc.

## GET THE LAB PEARL

First off, kick the stupid rats to stop them from nibbling at you. Then train your camera at the head of the dead cow rotting on the floor—remains of a Reaper feast, by the looks of the tracks. Zoom in on the bovine snout to see the scavenger bug *Aedes Raymanis* implanted there. Take a picture of this noble creature.

Now cross the room, open the cabinet, and take the Pearl stored there. Head back to the Service Elevator room—and get ready for an unpleasant surprise.



2-52. Get a good shot of the odd insect imbedded in the cow carcass for your Science Center inventory.



2-53. Don't miss the Pearl in the lab cabinet.

## SWAT THE SPIDER BOTS

When you push the wall switch to call the Service Elevator, a platoon of nasty Alpha Mini Spiders bursts through the door.



## TOWN AND FACTORY

Swat them out of the air! One hit can destroy a spider, but they are agile little mech-beasts. Just keep swinging away until they're gone.



2-54. Alpha Mini Spiders burst out of the Service Elevator when you open its door.

Now you need to get up to the next level of the Factory via the Service Elevator. But the only control switch is on the wall outside the elevator. So walk Jade into the Elevator and press Pey'ji's Action button to have him push the switch. Jade rides up alone.

### MEET MR. CYCLOPS

Cross the elevated walkway. Up ahead, you see another arc of electricity blocking the doorway. How can we disable this one? Answer: Step into the room to trigger an attack by an Alpha Cyclops. Drive the robot back into the arc to both destroy the attacker and clear the passage.



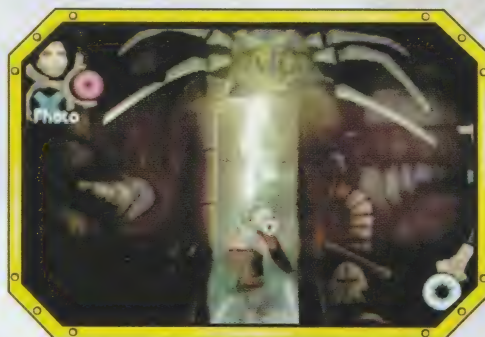
2-55. Knock the Cyclops into the electrical arc.

### MEET DOUBLE H

The intensity kicks up a notch in the next room. Double H, the missing IRIS agent, is imprisoned in some sort of torture chamber by a giant DomZ machine. First things first: this is one piece of evidence you need for your IRIS report. So snap a picture of the horrifying sight. Then send it in to IRIS.



2-56. Jade stumbles onto a disturbing sight—a DomZ torture machine. And the prisoner is none other than Double H, the missing IRIS agent!

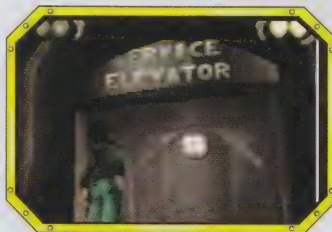


2-57. Snap a photo to document the DomZ brutality for your report.

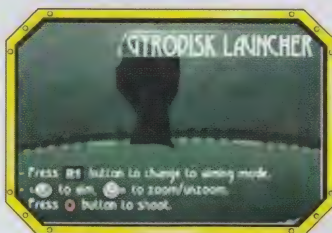
Okay, it's documented. Now let's do something about the situation, shall we?

### LOCKER CODE

Go to the secured locker in the opposite corner of the room and snap a picture of its photonic code bar. Send the picture on to the governor. After a few seconds, you get a mail. Press the button indicated on-screen to get the code (Code 2), and then enter it into the locker to open it. (Again, these codes change randomly from game to game, so we can't give it to you here.)



2-58. Photograph the locker code and send it on to the governor for cracking.



2-59. Open the locker and nab an item that will prove highly useful throughout the rest of the game—the Gyrodisk Launcher.



Press the Action button to take the one item inside the locker—a slick Gyrodisk Launcher. The clever device is actually a glove that Jade slips onto her right hand. It fires small disks with remarkable accuracy over great distance.

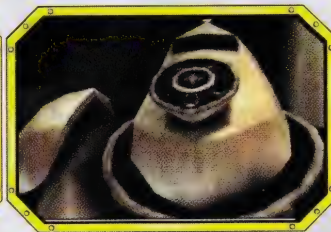
## SHOOT THE DOMZ EYE

And now we actually mean *shoot*, as in *fire projectiles*, instead of taking a photograph. To fire the Gyrodisk: Bring up camera view mode, which now also functions as Gyrodisk aiming mode. The focus spot serves as a targeting device. Press the Use button to fire a disk.



*Shoot the DomZ torture machine right in the eye three times to destroy it.*

Target the central eye of the DomZ machine, the big green orb in the middle of its quivering tentacles. Shoot three disks into the eye to shatter it. The eye drops a Pearl! This also frees Double H, who falls to the floor. He's in bad shape, and his memory is kind of shot—but he's a warrior at heart, and he slings on his helmet, ready to defend his savior, Jade.

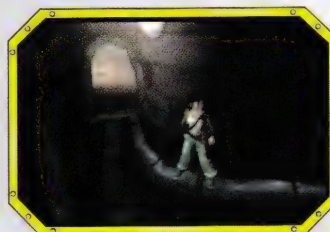


*Double H is still alive, but he's pretty loopy. Yet he knows he owes "Miss Thyrs" his life, and he will be doggedly loyal.*

Pick up the Pearl dropped by the DomZ eye in the torture chamber. You can't go back through the door that sealed shut behind you, so approach the metal bars covering the low passage at the end of the room. Press Double H's Action button—he rams through the bars! Follow him through.

## VENTILATION SHAFT

Jade flattens against the wall. Move along the narrow pipe ledge, hop across the gap, and use the Mdisk reader to save your game if you have a memory card. Flatten against the wall again and continue edging along the ledge until you return to the Elevator Room.



*After Double H bashes through the bars for you, back along the ventilation shaft pipes.*

## REAPER ATTACK!

Leap across to the central walkway. As you walk back toward the Elevator, the DomZ Reaper suddenly attacks! Before you can do anything, Pey'j rushes in to help...and promptly falls into the Reaper's clutches. Snap a photo of the monster (Cyclopeus Palustris).



*The Reaper attacks! Pey'j tries to help, but just ends up in the way—literally.*



*Snap the Reaper's picture for some big money. Now, if you can just stay alive long enough to spend it...*

Secret: The Reaper is quite powerful, but his weak point is his big, single eye. You can try to attack it conventionally, rushing in close for Dai-jo stick attacks, but this is a tough way to go. The Reaper is not only immensely strong but makes huge leaps to upper platforms, well out of stick range. Then he fires a spread of acid projectiles down at you. So your best bet is to switch regularly to Gyrodisk-firing mode and pepper him with disks. The monster covers up its eye (using Pey'j, the fiend!) and won't fight when you shoot disks at it, so you can prevent Reaper attacks by keeping it on the defensive this way.



*Target the Reaper's eye with your Gyrodisk launcher glove.*

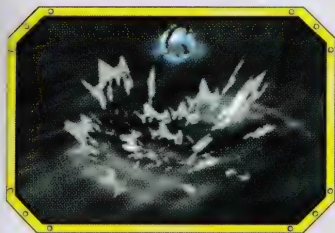


## TOWN AND FACTORY

Gyrodisk fire stops the Reaper, but won't finish him off. You can only do that with your Dai-jo stick. So your best bet is this combo tactic:

- ▶ *When the Reaper is on your platform, fire disks to get him in his defensive cover-up posture. Keep firing away! You have an endless supply of disks.*
- ▶ *Switch quickly out of Gyrodisk-firing mode, run a few steps closer, then switch back and start firing disks again before he can spit acid blasts or make one of his great leaps to the platforms above.*
- ▶ *Repeat this process, inching closer while keeping the Reaper covering up his eye, until you get within melee attack range. Then inflict as many stick blows as you can until he howls and leaps away.*
- ▶ *When the Reaper is up on a high platform, keep firing disks to prevent his acid attacks. Eventually he makes his magnificent, spinning attack dive at you (slowing time in the process), soaring down to your platform. Run! Get as far away from his landing position as you can.*
- ▶ *Once the Reaper lands, go back to the first step—firing disks so he covers up, inching closer, firing more disks, switching back and forth between your normal movement and your Gyrodisk modes until you get close enough to hammer him with your stick attack.*

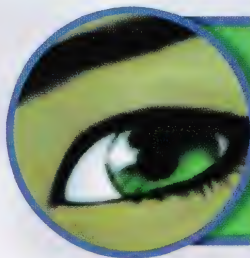
Eventually, he dies. (Or you die, and you start over.) When the Reaper is defeated, he tosses down Pey'j and tumbles into the water below—where he gives up a Pearl. You get a mail from RIS HQ, reporting that Double H is making his own way back, and that you shouldn't worry about him.



*When defeated, the Reaper falls into the pool below, giving up his Pearl.*

### FETCH THE REAPER'S PEARL

No reason to wait. Retrace your route back out through the Factory entrance hatch to your hovercraft. Drive the craft into the tunnel directly opposite your dock position to reach the pool beneath the Elevator Room where the Pearl and Reaper float.



*You can wait until later to retrieve the fallen Reaper's Pearl if you want. Just don't forget about it—it's a free Pearl now!*

Your hovercraft automatically scoops up the Pearl. Now go back to the Factory Entrance, dock the hovercraft, and return to the Elevator Room.



*Go back to the hovercraft and take the Elevator Room tunnel to retrieve the Reaper's Pearl.*



## JUICE THE CABLE

Look up at the elevator power cable running out from the right side of the elevator. If you talk to Pey'j and select "Look, the elevator's electrical cable has been cut," he replies, "If only we could undo it from up there and get some juice from someplace else." You don't have to look far to see that the electrical arc of the barrier just below it would be a fine power source. But how can we cut down the cable from down here?

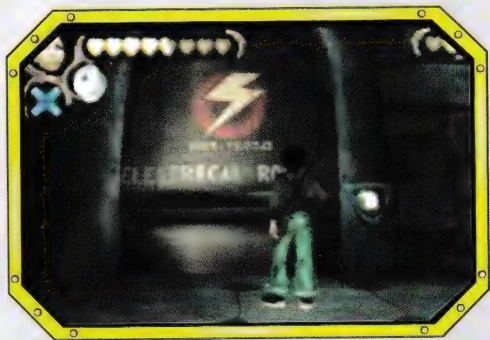


*Slice the frayed, thin part of the cable connector (circled here) with your Gyrodisk glove. The elevator power cable drops into the electrical barrier below, juicing up the elevator.*

Aha! How about your new glove?

Switch to Gyrodisk-firing mode, target the thin, frayed segment of the rightmost (closest to the severed end) cable connector holding up the elevator's electrical cable, and fire away. One shot severs it, and the elevator's cable drops right into the electrical arc of the door barrier. The elevator fuse box glows. Power! Now all you need is a fuse to get the elevator operational.

Walk to the end of the platform and use the switch to open the door marked Electrical Room, then enter. The game loads a new area (and calls it "Electrical Closet").



*Let's look for fuses in the Electrical Room.*

## ELECTRICAL ROOM

Move carefully through the sparking, swinging cables, timing your run to avoid grisly electrocution. In the next room, stock up on goodies from the vending machine if you need them. Then take a photo of the map on the wall to have your camera "Scanalyze" it. Now you can view all five levels of the Factory map in your map view.

## TURN THE FAN FOR DOOR JUICE

But when you try the switch for the next door, you find it has no juice. You can see that a section of the switch's power cable has been torn away. Note that the remaining blade of the broken ceiling fan is caught in the electrical arc on the other side of the room. Hmmm...

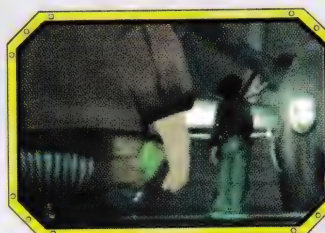


*Hit the broken ceiling fan to swing its lone blade over to the left side of the room, diverting power to the door switch.*

Bring up your Gyrodisk-firing mode and start shooting disks at the ceiling fan blade. Your shots knock it over to the door side of the room—where it redirects the electrical arc down to the door switch! Now you can open the door.

## GENERATOR ROOM

The big generator housing in the center of the next room has two fuses you must pilfer. But you'll have to disconnect the power first or Jade gets a real jolt out of her attempt.

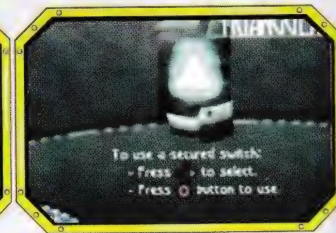


*Your task: Switch off the generator and nab two fuses.*

## FIND THE TRIANGULAR KEY

Approach the generator housing. The first fuse is easy to find, and the on-off switch is right next to it. But the switch (marked with a blue triangle) requires a special key.

Walk around the housing to find the Triangular Key on what appears to be a podium. But if you view it through your camera lens, the "podium" is analyzed as: "Unit XB-24. Defense. Detection." The HAL Test report also points out: "Invulnerable when rotating."



*Try to take the Triangular Key from the "podium" to trigger an XB-24 robot attack. Defeat him to get the key.*



## TOWN AND FACTORY

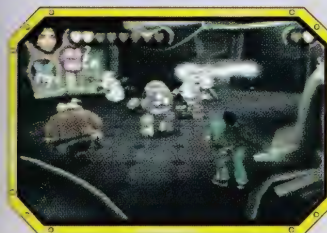
Try to take the key. Sure enough, this activates an XB-24 attack bot.

### FIGHT THE XB-24S

Fight! Use the one-two combo of Pey'j's Super Action stomp to bounce the XB-24 up in the air, then follow up with Jade's stick attack to bat the bot across the room. When you destroy this first XB-24, it drops the Triangular Key. Pick it up.



**When an XB-24 glows red, it causes damage to anything that touches it. So keep your distance from red, glowing bots. Wait until they return to normal color.**



**A wave of five XB-24s attack. Before the fight ends, knock one bot into the electrical barrier across the room.**

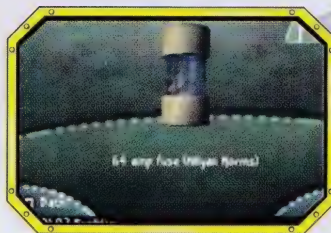


Notice we said "this first XB-24." An entire wave of five XB-24 bots bursts from a door after the first unit falls. Destroy them quickly using the combo of Pey'j's Super Action stomp and Jade's stick attack, but be sure to bat or drive one XB-24 into the electrical barrier across the room.

After the fight, *don't consume any health items!* It's a waste of resources, because if you enter the alcove previously blocked by the electrical barrier, you find a PA-1 sitting on a counter. Take it to boost your energy gauge one heart plus get a full recharge.

### TAKE BOTH FUSES

Once the area is clear and you have the Triangular Key, press the triangle switch to turn off the generator. You have only about 10 seconds before it comes back online, so quickly nab the fuse from the nearby fuse box. (Just approach the fuse and press your Action button to take it.) Easy enough!



**You'll need two fuses eventually. So take both now to avoid backtracking later.**

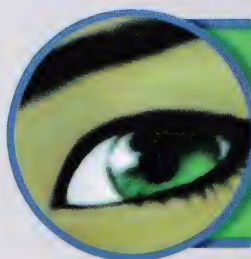
But there's another fuse on the opposite side of the generator housing. And guess what? You're going to need it, eventually. This is a bit tougher to get. After you turn off the generator, you have to sprint full speed (holding down the Acceleration button) to get the fuse in time.

### RIDE THE ELEVATOR

Finally! Now you can go back up to the Elevator Room, put the fuse in the fuse box there, and ride the elevator up to the Factory's Upper Hall.



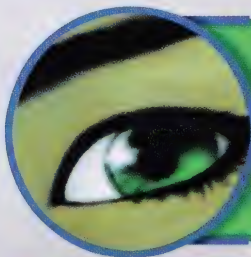
**Put the fuse into the elevator's fuse box. Powered up, at last!**



**The main elevator breaks down upon arrival at Level 4—no return trip possible!**

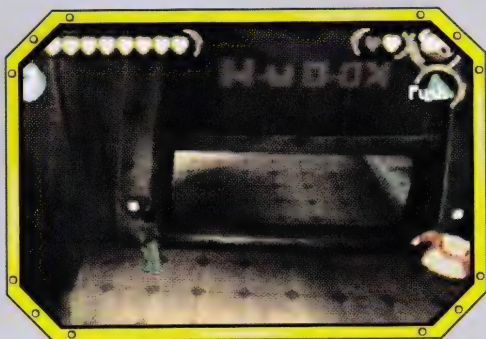
### UPPER HALL

Two of the "suspicious activity" locations marked on the map are located on this level, so let's get right to work. Approach the big security door with two switches. You must simultaneously push these to open the door. Move Jade to one switch, press the Pey'j's Action button so Pey'j moves to the other switch, then press your Action button as he pushes his switch.



**When the elevator arrives on Level 4, Pey'j hands over an Mdisk that he says arrived for Jade recently. You can't view it for a while, so just keep it stashed in your mail inventory for now.**

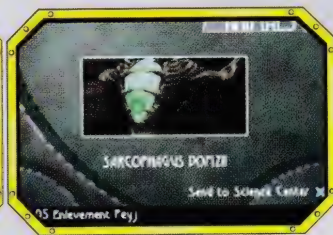
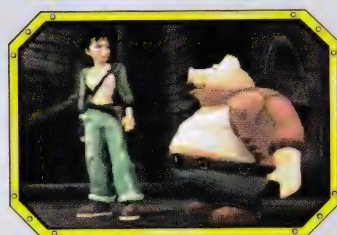




Use Pey'j to help open the double-switch security door. Click your switch at about the same time he clicks his.

## SPECTER ATTACK!

When you walk through the doorway, a squad of creepy Specters descends on Jade and Pey'j. First, snap a photo of one of these beasts (Sarcophagus Domzii) and send it off to the Science Center. Then start swinging! Specters aren't particularly tough opponents, breaking apart with just a few hits.



Take a Specter picture, then whack away with your stick. Afterwards, consider sharing a health item or two with old Pey'j.

## TIME TO CLIMB

The door with the high spy-hole is locked, so Jade must climb to the ventilation duct on the far wall (see 2-78). Kick in the ventilation grate and proceed into the X-Ray Verification room.



Here's Jade's climbing route up to the ventilation duct.

## X-RAY VERIFICATION

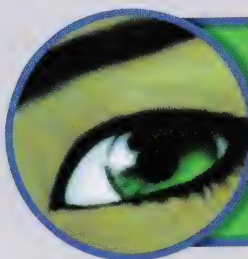
Jade is on a high catwalk, overlooking a conveyor belt that moves crates into an X-ray machine. The X-ray screen is a chilling display—say, are those human skeletons? And that's definitely an Alpha Section guard overseeing this grim production line.

## DOCUMENT THE HUMAN TRAFFICKING



From the high catwalk, photograph the X-ray screen (circled) when it lights up revealing human cargo.

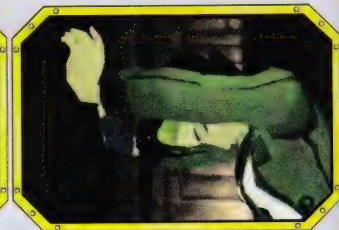
Focus in on the X-ray screen with your camera, zoom in, and snap a photo as proof of human trafficking. Send it off to IRIS for verification. This completes a primary mission objective. Now you need a shot of an Alpha Section without his helmet on.



There is a photonic code display in the X-Ray Verification room, too. But if you somehow get a shot of it from the catwalk and send it to the governor, she declines to decipher it until you take both of the Mission Report photos needed.

## SHOOT THE WHITE RAT

Continue across the catwalk to the far side of the room. Move down the ramp. See the big-eared white rat in the ventilation duct below the ramp? He's tough to photograph. Here's how to approach him.



Sneak up on the Ratus Albus to snap his photo.



## TOWN AND FACTORY

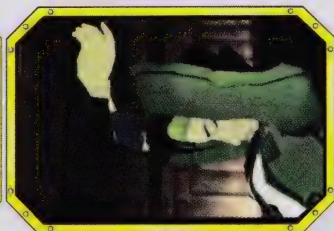
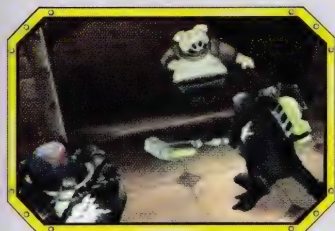
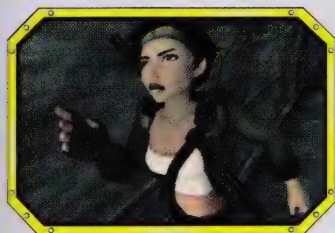
Hop down onto the lower ramp; the rat scurries away. Walk down to the bottom of the ramp, then turn around to face the duct where the rat reappears. Crouch and slowly approach the rat. When you get close, stay crouched and bring up your camera view.

If you can't quite get the shot, creep a bit closer and try again. Don't stand up! The rat will run away and you'll have to start over.

After you get the rat shot, return to the catwalk above the X-Ray Verification room. Cross the catwalk to return to the Upper Hall area.

### PEY'J'S ABDUCTION

Your return triggers a cinematic. Pey'j is beaten and captured by Alpha Sections. Jade arrives too late to help him. Note the close-up on his boots. Are they significant? We're not telling...yet.

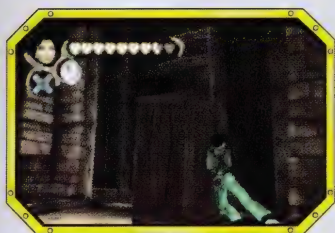


*Pey'j is captured by guards...and Jade arrives too late to help her adoptive uncle.*

Now what?

### BOX, SPY-HOLE, DISK

During Pey'j's capture, a tall box fell to the floor. First, push it against the door. Then push it to the left, centering it under the door's spy-hole. Climb atop the box and switch to Gyrodisk aiming mode.

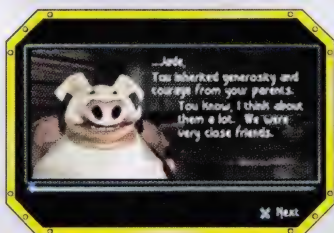


*Push the fallen box against the door, then zap the door switch through the spy-hole with your Gyrodisk glove.*

See the glowing button on the rightmost wall? That's the door switch. Zoom in to target it (see 2-82) and fire a disk. *Voilà!* The door opens. Now you can enter a corridor with an impassable laser barrier blocking the far end.

### THE GRATE ESCAPE

So what good did it do for Jade to get in here? First, use the Mdisk reader to view the message disk from Pey'j labeled "For Jade." Pey'j fills in Jade on some personal history and tells her about the *Beluga*, a spaceship he designed and built with her father. It's in a secret hiding place back at the Lighthouse. To find it, he says you must enter a code into each of the consoles. The final image is a sketch of his Jet Boots.



*The disk from Pey'j is a personal message about her past and about the Beluga, a spaceship hidden back at the Lighthouse.*



*To proceed, kick in the grate next to the laser barrier.*

Well, that's interesting. But it doesn't help you right here and right now. The lasers block the passage, so kick in the low ventilation grate on the left wall. Crouch and enter the duct.

### SHIPPING ROOM

Are you ready for some stealth? We hope so, because you'll be doing a *lot* of sneaking from here on out. (You can try to fight your way through the rest of the Factory, but your chances of success are, well, nonexistent.) Proceed to the next ledge and haul yourself up.



## DOUBLE H MEETING

Double H greets you—again, as “Miss Thyrs.” He’s cut off from you behind a heavily barred window. He reports guards all over the sector and warns you to avoid getting caught. “We’ll meet up a little further along,” he says. If you press the Action button and talk to him further, he adds more good advice: *Stay crouched in the shadows, and don’t run!*



*Double H reports guards everywhere, and advises stealth.*

Then you get a mail from IRIS. Read that Pey’j is in the hands of the Alpha Sections. “Wrap up your report,” ends the mail. “That’s the only way of saving Pey’j.” Okay, then—let’s do it.

## DUCT WALKING

Proceed along the duct. You crawl behind a pair of Alpha Section guards. Their helmets greatly restrict their peripheral vision, so it’s pretty easy to sneak past guards if you stay behind them. Continue along the subfloor ducts, kicking away rats and crawling underneath more marching Alphas.



*Sneak behind Alpha Sections. Stay crouched to reduce noise.*

## SNEAK BEHIND ALPHAS

When you reach the exit hole, hop down, flatten against the next wall, and inch along the narrow ledge. Stop before you reach the end of the wall. Use the secondary control stick to rotate the camera view around the corner to see what’s ahead. (This should be a standard procedure at every corner from now on.) Two Alpha Sections stand with their backs to Jade.



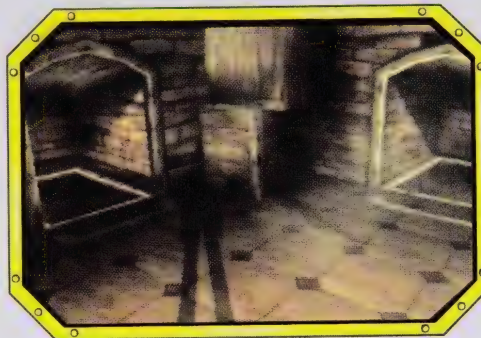
*Stop at every corner and swing the camera view around to see what’s there. Then make your move!*



Now comes your first gutsy sneak move. Crouch and venture out. Follow the passage (stay crouched!) and past both guards to the next doorway. Whew! Was that fun, or what?



*Along your route you pass several ventilation openings leading down into the sub-floor ducts. If an Alpha Section spots you, hustle to the nearest one and drop down, then creep to a dark spot until the alert ends.*



*If you get spotted, dive down the nearest duct and hide in the subfloor until the alert is over.*

## WAIT FOR THE PACING ALPHA

Here’s another test. Continue to the next corridor. Crouch and move down the ramp to the end of the low ledge where an Alpha stands with his back to you. Stay down! Another Alpha to the right is pacing, so he’ll see you if you stand up.



*Wait until this Alpha turns to pace away, then sneak to the next doorway.*

Get to the very end of the ledge and then swing your camera view around (see 2-89) to see the pacing Alpha. When he turns his back to pace away, sneak through the next sliding doorway.



*Sneaking past these first few Alpha Sections gives you an easy but valuable introduction to stealth tactics. You’ll have to time your movements behind other pacing and/or turning guards as you proceed through the remaining Factory levels.*



## TOWN AND FACTORY

### TAKE THE HEAT OFF DOUBLE H

Nice work! Continue along the dank corridor to the next corner, where another pacing guard patrols. Wait until he paces away, then follow him to the end of the hall and duck up the next passage to the right.



*Shoot the flame jet switches in order from left to right. This turns off the flames temporarily and allows Double H passage over the jets.*

Proceed until you reach Double H, who needs to pass over a series of three flame jets. Switch to Gyrodisk aiming mode. Shoot the switch below the first flame jet to turn it off. Double H moves across the first jet. Quickly nail the next two switches in succession to allow Double H to cross the jets.

### TIP: THE ALPHA ACHILLES

Continue on to the laser-blocked doorway. Press Double H's Action button so he hits a switch that turns off the lasers for a second. Hurry through the cleared doorway. Double H gives you more good advice: If you have no other choice, nail an Alpha guard in the oxygen tank on his back. "It's their Achilles heel," he says.



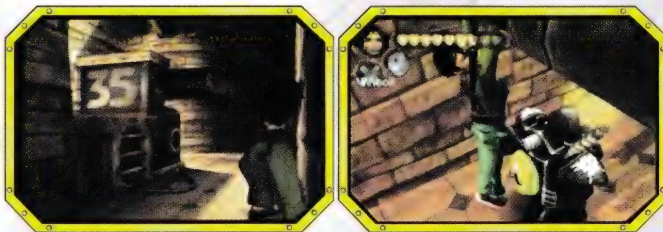
*Anytime only one Alpha Section guard patrols an area, shoot his oxygen tank with your Gyrodisk glove to disable him. If more than one guard patrols the area, stealth is your best bet.*

Press the switch on the left wall to permanently shut down the laser barrier. Continue down the corridor through the sliding door to the next area.

### UP AND OVER

The next hall has an Alpha guard facing your direction who does not turn or pace. Climb up into the alcove (marked by the number

35) and creep along the ceiling section above the guard. Drop down behind him (see 2-91) and whack his oxygen tank to disable him. Kick him to finish him off, then continue around the corner to the right and through the next doorway.



*Use the ceiling crawlspace above the "35" (circled here) to get behind the guard just around the corner. Drop down behind him and then creep away.*

### FIGHT FOR GOODS

The next area features an Alpha Section guard standing in one place, but rotating slowly every few seconds. Stay low and creep to the end of the barrier where he stands. When he turns his back to you, zap his oxygen tank with a shot from your Gyrodisk glove. This disables him, so rush up and kick his tank, which finishes him off.

His partner rushes out to fight. Keep your distance, waiting for him to lunge with a swing of his hammer. Try to slide around him and whack his oxygen tank. This is a tough fight, but one good blow on his tank ends it. So keep dodging and don't let him get in close.

Once you defeat the second Alpha Section, go in the back room he was guarding and loot the cabinet of K-Bups and, more importantly, another PA-1. Then continue around the next corner to the X-Ray Verification room.

### X-RAY VERIFICATION

Move around the next corner to see crates moving down the conveyor belt—the same belt you saw from the catwalk above earlier. Flatten up against the right wall and move down to the corner.

### USE A BOX SHIELD

See the Alpha Section guard on the other side of the conveyor? (See 2-92.) You can't get low enough to sneak along the conveyor belt without him spotting you.





**2-92. Sneak past the guard by moving alongside a moving crate!**

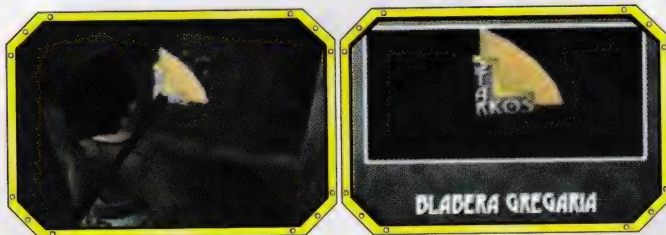
Wait for the next crate to come down the belt. When the crate pauses for a moment between Jade and the Alpha Section guard, creep out and get alongside it. Continue along the conveyor, keeping the moving box between you and the guard. Careful! The box movement pauses a couple of times. Swing the camera view out to the side looking back at Jade to see the box and the guard.

Keep moving along the conveyor belt until you reach an opening full of boxes on Jade's right. Creep into the opening to load a new area: the Closet.

## CLOSET

Hop down to the floor and start rat-kicking. (No guards are about, so you don't have to be stealthy here.) Go through the door on Jade's right, kick some more rats, then use the K-Bups vending machine to refill your inventory of health items.

Now comes your trickiest animal photograph yet. Go to the cabinet in the corner and open it. You may notice something small disappearing into a hole in the cabinet. If you train your camera on the fragments in the cabinet, they're analyzed as "Traces of Blabera, a very greedy insect."



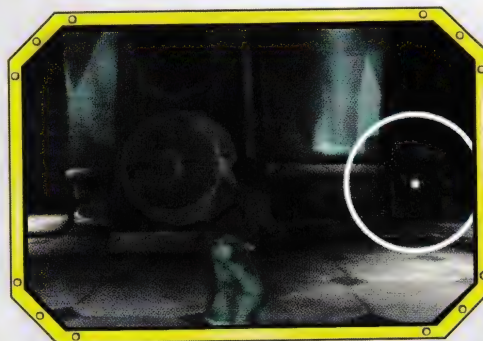
**2-93. Place a Starkos wafer in the closet's corner cabinet and quickly snap a picture of the greedy bugs that pilfer it!**

Back in normal view, note that Starkos appear in your inventory slot at upper left with the "Put" action option. Put a Starkos wafer in the cabinet. Quickly switch to camera view and aim down at the Starkos. You will see a tiny horde of insects (Blabera Gregaria) rush out and snatch the wafer. Shoot the picture before they disappear!

Exit the room and veer right. Hop up the stack of boxes to exit the Closet into the Nutripils Vat room.

## NUTRIPILS VAT

A huge vat dominates the room's center, and one Alpha Sections guard stands on the opposite side from where you enter from the Closet. Walk to the switch on the right side of the vat. Push the switch to stop the machine.

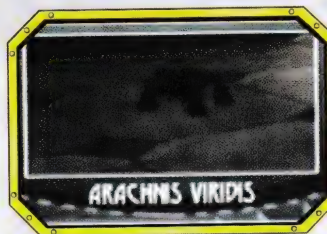


**2-94. Push the stop-page switch (circled) to pull the Alpha guard away from the far doorway, then sneak around the opposite side of the vat and exit.**

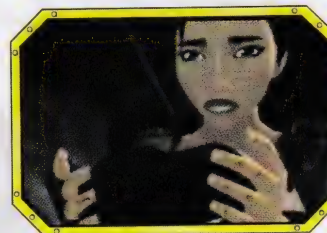
This gets the attention of the guard, who approaches around the right side of the vat. As he does this, hustle around the vat's left side and exit via the far doorway.

## IMPORTANT SHOES CLOSET

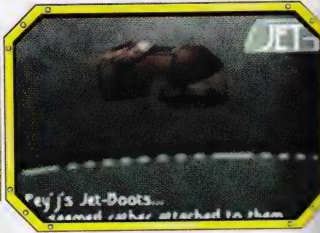
Move down the next corridor. Take a photo of the little green spiders (Arachnis Viridis) scurrying around the floor and send it off. Then open the cabinet on the left. Inside you find a Starkos wafer...and Pey'j's Jet Boots! Take them, of course.



**2-95. Get a shot of the green spider for your animal inventory.**



**2-96. Find Pey'j's shoes in the cabinet.**



Press the switch on the nearby Mdisk recorder. A disk appears. Take it to see its label: "Surveillance Camera." We'll have to find an Mdisk reader to play it later. Note the electrical barrier blocking the exit on the opposite wall. Now step into the next open room.



## TOASTED CYCLOPS

Two Alpha Cyclops robots attack when you enter the room. Knock each robot into one of the electrical barriers (one in this room, one in the last room) to open up the two passages.

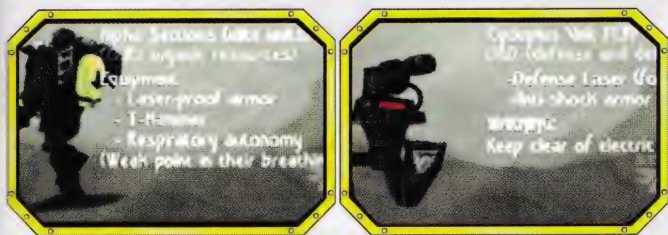


**2-97.** Knock each one of the attacking Cyclops into a separate electrical barrier to clear both paths.

When you've bashed the bots into both barriers, go through the one off the main room, opposite the closet where you found Pey'j's shoes.

## COMPUTER ROOM

Enter and use the Mdisk reader to play the "Surveillance Camera" disk. You see Pey'j crated and ready to be shipped. Open the small cabinet to the left of the Mdisk reader and take the Mdisk labeled "Hillyan Army Databank." Play this disk in the Mdisk reader to read the Hillyan Army's Carlson and Peeters Manual.



**2-98.** The Carlson and Peeters disk gives you the lowdown on all the military hardware in the game.

You learn that Double H is "regular army" and that his armor is laser-proof. That's good to know. You also learn that the elite Alpha Sections have a weak point in their breathing tank, something Double H already pointed out to you. You learn about other robots and defense units—for example, the XB-24 is invulnerable when glowing.

Return to the main room, then turn right and exit through the other destroyed barrier.

## ROUTING

On your left is a locked door that requires a Square Key. Continue down the corridor, rolling forward over the low laser barrier, then crouching under the high barrier.

## TIMED DOOR

When you reach the switch, push it to see what happens. A door across the walkway opens briefly, but two sets of red laser barriers on the walkway activate, too. So push the button, run to the first barrier and duck under the high lasers, then dive over the low lasers and hurry through the door before it shuts.

## THE BEAM ELEVATOR

Continue down the next corridor, crouching under the blue lasers then stopping (stay crouched!) before you round the corner into the next room. A pacing Alpha Section soldier guards a beam elevator platform. Wait until the guard turns away, then nail his oxygen tank with your Gyrodisk shooter. Or, if you want the challenge of going stealthy all the way, scurry into the low red-lit crawlspace in the wall beneath the platform.



**2-99.** Go through the red-lit crawlspace under the beam elevator platform. On the other side of the platform, hoist yourself up and sneak behind the guard into the blue elevator beam.

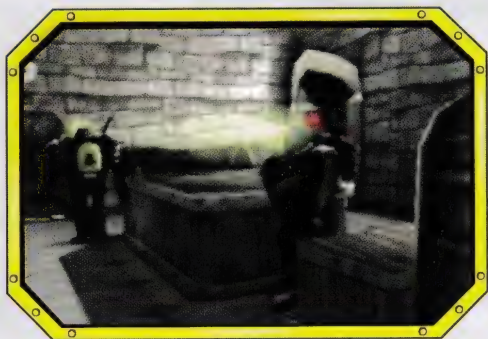
Continue to the other end of the crawlspace. When you emerge, turn around and hop up to grab the ledge *but don't pull yourself up yet!* Swing the camera view around to see the pacing Alpha. When he turns away, climb up and crouch behind the low desk.

Now wait until the guard turns away again, then hurry into the blue beam of the elevator. Jade rides up to Level 5 of the Factory.

## CIRCLING GUARDS ROOM

This next challenge is particularly hair-raising. In the next room, two Alpha Sections tromp in a circle around a central platform. The exit door is in the opposite corner of the room from where you start.





**2-100.** Crouch and follow the second guard around the platform, then slip out the door in the far corner.

Wait until the second guard passes, then creep along behind him as he rounds the corner of the platform. When he rounds the second corner, sneak straight for the exit door which slides open automatically. Continue around the corner and through the next sliding door.

## CATCH A BOX RIDE

Ah, just when you thought you've done it all, this room presents itself for your stealthy pleasure. Flatten against the left wall and slide down to the corner for a peek. Move the camera to case the situation.

Crates roll down a conveyor belt to a spot where a big crane arm transfers them to another conveyor across the room. Guess what? That second conveyor belt is your destination.



**2-101.** Move with the crate until you're past the blue laser railings.

To avoid detection, do the following. Don't worry about the fellow with his back to you. Crouch and move along beside a crate as it rolls down the first conveyor belt. Keep the crate between you and the Alpha Section on the other side of the belt.



If you get caught in this conveyor room, dive straight into one of the ventilation ducts lining the walls. Lay low underground until the alert ends.

When you get past the first conveyor belt's blue laser railing, move directly toward the crate you've been shadowing. Jade jumps up and hangs on the crate! Now ride the crate as the crane arm lifts it up and moves it to the far conveyor belt. Cool maneuver, eh?



**2-102.** Hang onto the crate while the crane arm transports it to the second conveyor belt.

Now drop and run along the second conveyor belt into the next room. Dive over the low blue lasers and duck under the white electric arc.

## CONTROL ROOM

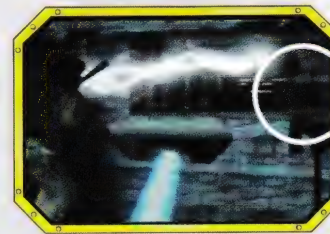
Move past the Mdisk reader and flatten against the wall to slide along the ledge under the Control Room. As you go past the windows, note the face of the helmet-less Alpha Section at the control console—not a pretty sight. You need a photo of this. Let's find a good vantage point. Keep sliding sideways until you reach the balcony on the other side.



**2-103.** This Alpha Section is a mutant!

## RIDE THE PLATFORM

Use your Gyrodisk glove to shoot the switch on the opposite wall. This sends a transport platform over to your side. Step onto the platform and shoot the switch again, but quickly return to normal view mode so you can duck under the electrical barrier.



**2-104.** Ride the floating platform to the far side, then duck into the low crawl-space (circled).

On the other side, crouch and move through the low crawl-space.



## TOWN AND FACTORY

### BEAT DOWN ON ALPHA BOY

Now comes the moment you've been waiting for. You cannot get past this next Alpha Sections guard in any stealthy or sneaky way. He stands facing out from the door in your direction without pacing or rotating. You have to fight.



It's possible to catch the edge of the Alpha Section guard's oxygen tank with a disk shot, letting you avoid melee combat with him.



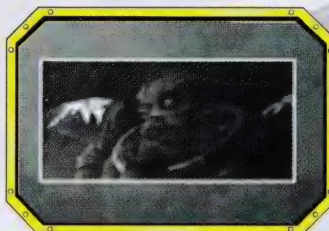
**2-105.** You can't avoid this fight. Go get him! Nail his oxygen tank when you get a chance.

An Alpha Section soldier is very, very tough. His shield is impenetrable and his hammer blows are quite deadly. But remember: he does have a weak spot on his oxygen tank. When he takes one of his big hammer swipes at you, his tank is briefly exposed. Try to dodge the blow and then lunge immediately with a stick attack.

When you finally nail his tank, he runs around helplessly. Go up behind him and give him a swift kick to finish the job. Then proceed through the doorway into the next corridor.

### OBJECTIVE: PHOTOGRAPH THE HELMET-LESS ALPHA

Time your run through the moving lasers of the next hallway. Just be patient; it's an easy passage. When Jade reaches the next corner, Double H calls out to her: "Miss Thyrus!" He points out that DomZ control has transformed the Alpha Sections into something no longer human.



**2-106.** Photograph the fellow in the booth to prove the DomZ influence on the Alpha Sections.

Move to the end of the walkway and take a photo of the ghostly Alpha without his helmet in the control booth across the gap. Send it off to IRIS to complete your mission objectives.

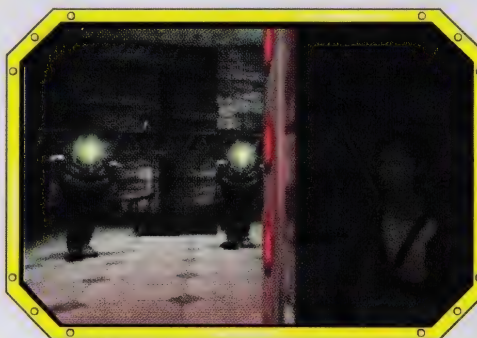


If you tried previously to get the Loading Dock code by sending the governor a photo of the photonic code display in the X-Ray Verification room (near the X-ray machine), you now receive an email with that code (Code 3).

You're not finished yet, though. You still have to find Pey'j and stop his transport if you can. Turn around and duck through the low crawlspace to Jade's right.

### GUARD TURNOUT

Two Alpha Sections pace together in the next room. Note that when the guards reach the far end of the room, they turn away from each other for a couple of seconds. This is your small window of opportunity.



**2-107.** These two guards march the length of the room together, but turn away from each other for a second at the room's far end—long enough for Jade to slip between them.

Creep along behind them as they march toward the room's opposite end. When they turn out away from each other, slip between them into the next hallway.



## CREEP AND ROLL

In the next room, a single Alpha patrols in a circle through low blue lasers. Nail his oxygen tank with a disk when he turns his back. Then dive over the lasers and duck out the red-lit passageway.



**2-108.** Wait until the guard turns the corner moving away from Jade. Then sling a disk into his oxygen tank.

## SQUARE KEY ROOM

Crouch and descend all the way to the bottom of the ramp. Stay close to the rail, and stay out of sight! Note the red laser barrier up ahead—its switch requires a Square Key.

Observe the patrol patterns of the two Alpha Sections. When the circling guard turns the corner and puts his back to you, creep across to the right side of the nearest podium. Now you're shielded from him. Wait until the second guard, who just rotates in one spot, turns his back. Creep past the rotating guard to the next barrier.



**2-109.** You need a Square Key for the laser barrier switch (circled). You'll find one in the back left corner of the room.



**2-110.** The "rotating guard" just keeps turning in one spot. Creep past when he turns away from you.

Move forward and look left. Wait until the circling guard rounds the corner and moves out of sight. Then open the cabinet in the corner and nab the Square Key.

Creep back to the first podium when the rotating guard faces away again. When the circling guard turns away from you, sneak over to the wall switch and open the laser barrier.

Wow! You made it. Now follow the corridor. It leads you right back to the Square Key door you passed earlier in the Routing area. Open this door now and follow the next corridor back to the X-Ray Verification area.

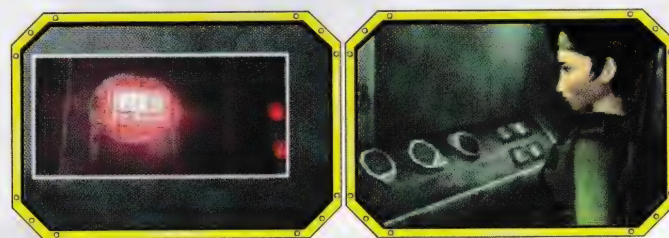
## TANK SHOT

Approach the red laser barrier and use the Square Key switch to turn it off. An Alpha Section guard is just up ahead, but his back is toward you. So bring up your Gyrodisk view and fire a disk into his air tank. When he starts running around, run up and kick the tank to finish him off. Satisfying!



**2-111.** After you turn off the red laser barrier, nail the Alpha's oxygen tank with a disk shot.

Now step around the corner, take a picture of the photonic code display (if you haven't already), and send it to the governor. When the email arrives shortly with the code (Code 3), enter it in the code display. The door opens. Run through the boxes to enter the Loading Dock.



**2-112.** Send a picture of the code display in the X-Ray room to the governor for decryption.



## LOADING DOCK (BOSS FIGHT)

Where's Pey'j? Up above, you see massive cranes loading their human cargo. Take a photograph to trigger a cinematic sequence. The Alpha Sections officer pays the price for letting Jade get this far. His DomZ master decides to take matters in his own tentacles, pulling together parts to form a monstrous, mechanical being—the Loading Dock boss.



**2-113.** *Pey'j is loaded for transport. The Alpha leader gives a situation report to his DomZ master... who is not happy about Jade's intrusion.*



**2-114.** *Four Gyrodisk shots to that Pearl eye defeats the boss. But you have to get the cage open first.*

The only way to beat this boss is with teamwork. Press Double H's Action button to trigger his special ramming attack. As he rams one of the monster's legs, Jade must simultaneously attack the other. If the attacks are coordinated, the boss gets knocked off its feet, and its "head cage" opens to reveal its Pearl eye.

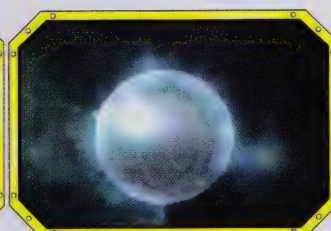
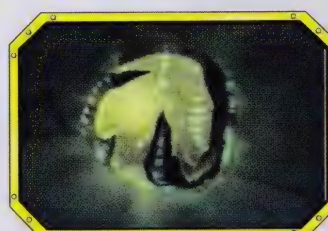


**2-115.** *To beat the boss: Tell Double H to attack one leg, then hit the other leg to topple the monster. Hustle to get Gyrodisk shots at its eye before the "head cage" closes and the DomZ boss rises again.*

Quickly run Jade to a spot where she can fire Gyrodisk shots at the Pearl eye. Four solid shots to the eye defeats the DomZ boss. But they're hard shots to get...especially the fourth and final kill shot. The cage stays open only moments.

## AFTER THE BATTLE

When the monster finally shatters, a broken chunk breaks through the electrical barrier on the side exit. Pick up the Pearl that the DomZ robot left behind. Exit via the door with the now-shattered electrical barrier and grab the PA-1 from the cabinet in the corridor. Health!



**2-116.** *The DomZ eye turns into another Pearl. But Jade is too late to save her uncle.*

Now you must return to the hovercraft. Move down the corridor and press the door switch on the left wall. Go through the newly opened doorway into an elevator. Press the elevator button to ride down to Level 3 in the West Wing.



## BACK TO THE HOVERCRAFT

Follow the corridor and use the switch to open the next door. Go right to the elevated walkway, then hop down. (Double H will give you directions, too.) Exit via the stairway and climb to the Elevator Room.

Turn right and follow the balcony to the doorway where you pushed the box through the electrical barrier. Hop over the box, turn right, and proceed to the Factory Entrance.

## OPEN THE SECURITY DOOR

Unfortunately, you can't just hop in the boat and leave once you arrive. A security door now blocks the water passage out to the bay. Its controls are through the barred gate at the other end of the walkway where the Crochax and Vorax glide menacingly. Looks like you've got one more fight to finish.



**2-117. Get Double H to ram through the bars into the Factory entrance gate control room.**

Hop over to the walkway. When the flyers attack, wipe them out. Then approach the barred gate. Press Double H's Action button to ram through the bars. Enter the room.

The door mechanism is damaged and missing a fuse. Ha! If you're following this walkthrough, you already have one. (If not, you must go all the way back down to pluck another fuse from the generator via the Electrical Room doorway off the balcony in the Elevator Room.) Place the fuse in the mechanism's fuse box to raise the security door below.



**2-118. Put a fuse in the door mechanism to open the water gate below.**



**2-119. Suddenly, Double H falls ill. You have exactly three minutes to get him back to the IRIS Den in the Akuda Bar.**

## RACE BACK TO IRIS!

But something's wrong with Double H. The DomZ poison is killing him. And now you have exactly three minutes to get him back to IRIS headquarters in the Akuda Bar so the team can administer an antidote.

Rush down to the hovercraft and exit via the newly opened tunnel below. When you emerge into Hillys Bay, veer right, punch the Interior View mode button to bring up your compass, and go full speed (holding down the Acceleration button) toward the City. Dodge the mines as much as possible, but keep true to your City course. A few mine hits won't matter.

When you enter the Main Canal, proceed to the first canal intersection and turn left, heading for the Pedestrian District. When you arrive, run down the ramp and turn left. Take the first left up to the next level of town, turn right, then turn right again to the Akuda Bar.

Enter the bar and run up the stairs. Peepers opens Door 3 automatically for you, so run full speed inside, approach the locker in the alcove, and press the Action button to rotate into the IRIS Den.

## AFTERMATH

The IRIS HQ staff manages to save Double H. As May administers what Nino says is "the last of the antidote," a horrifying growth of tentacles shrinks on Double H's neck. Watching the procedure, Jade has more odd visions of a towering, priest-like entity—calling to her, calling her name, beckoning. Is it a dream? Or...a flashback?

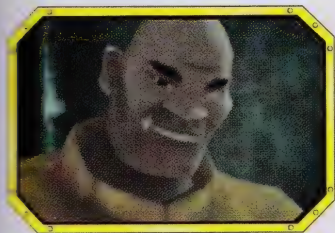


**2-120. While the IRIS team saves Double H from the DomZ infection, Jade has disturbing visions.**



## TOWN AND FACTORY

Jade learns that her report has already had a significant effect on the Hillys population. Support is pouring in, including a number of Pearl donations for your use. But Hahn says the next step toward the truth—infiltrating the old Slaughterhouse—will be much more difficult.



2-121. Hahn speaks of the next mission's difficulty. But Jade and IRIS are ready...





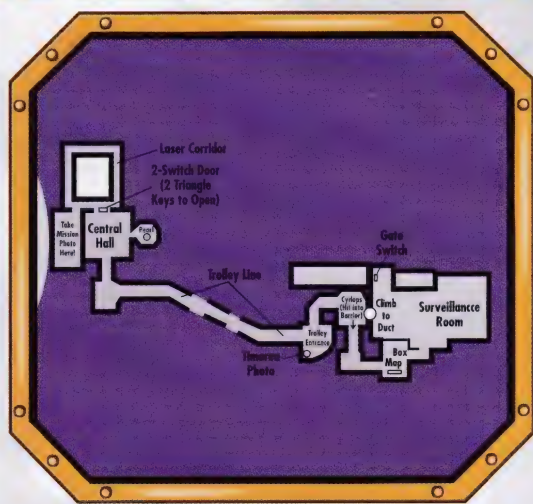
# PART

# THREE

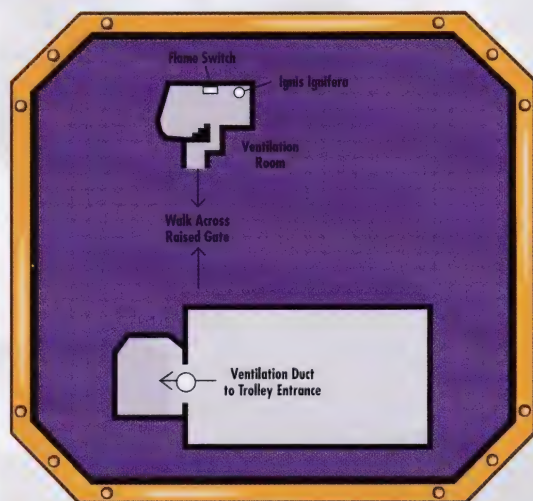
# OLD SLAUGHTERHOUSE

*Jade has collected some pretty damning evidence so far on the Alpha Sections. But to fully convince Hilys to rise up against them, IRIS wants more proof. Not to mention that dozens of human captives need saving. So Jade's next task is to infiltrate the heavily defended Slaughterhouse. To get there, she needs more Pearls for some hovercraft retrofitting.*

## PEDESTRIAN DISTRICT



Your newly acquired Triangular and Square Keys plus Double H's Super Action ramming head-bash can provide access to three new treasure stores right here in town. After you upgrade your hovercraft, more bonus races are open to you as well.



Use your Pearl Detector on the Pedestrian District maps for levels 1 and 2 to find Alpha Section loot and some other Pearl locations.

### ITEMS AVAILABLE

Pearls

Materia crystals

### ENEMIES

Alpha Sections

Various drones

### PRIMARY OBJECTIVES

Gather enough Pearls to buy a Jump Kit at Mammago Garage.

Accumulate Materia crystal units.



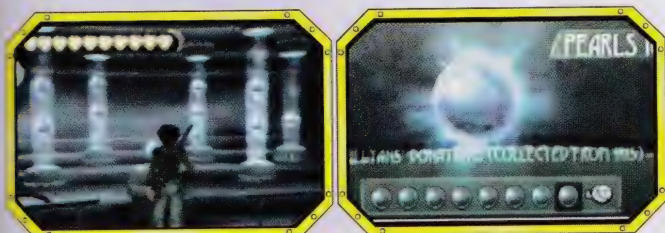
# OLD SLAUGHTERHOUSE

## JADE'S PATH

To reach the Old Slaughterhouse, your hovercraft must hop over the red laser barriers that ring the bay. This requires a Jump Kit. And you need Pearls—15, to be exact—to buy a Jump Kit at Mammago Garage.

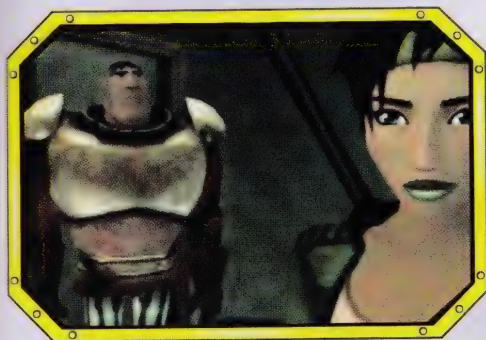
## IRIS DEN

Go into the newly opened back room where the network stores all of the new donations from Hillyans. Approach the Pearl on the front podium and take it to add 5 Pearls' worth of purchasing power to Jade's account.



3-2. Jade should make a withdrawal from the Hillyan Pearl donations room.

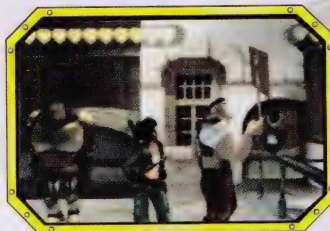
Exit the den. As Jade leaves the upstairs room, Double H joins her: "WWTAO. We Work Together As One." He will be a most welcome companion.



3-3. Double H is now Jade's loyal and valuable partner.

## BONUS: ALPHA SECTIONS UNDERGROUND HEADQUARTERS

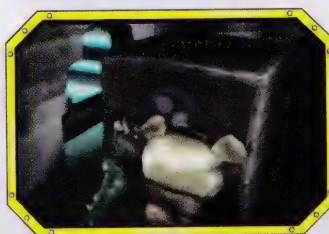
Exit the Akuda Bar and note the anti-Alpha protester just outside on the walkway overpass. Good sign! Continue past him to the door with the triangle lock on the right. You have the Triangular Key now, so open the door and enter.



3-4. City streets exhibit the first signs of citizen discontent. Enter that door with the triangle lock just beyond the protester.

## FIND THE OPENING

This is the Alpha Sections HQ in the city. Kick the Materia crate in the corner for some crystal bucks. Then get on the left side of the big box and push it to the right (Double H jumps in to help) to reveal a passage. Jade can crouch and slip into it, but Double H is too big to fit.



3-5. Push the box to make a small gap for Jade to crouch through.

Double H points out that the passage leads to the district blocked by the Alpha Sections...so be careful. Follow the narrow corridor to a ledge overlooking an open shaft.

## FIRST DROP

Duck under the blue laser beam and walk to the end of the ledge, then step off to hang down from the ladder. The camera swivels over Jade's head looking down; you can see the platform beneath her. A red laser grid pulses on and off. Time your drop so Jade lands just as the lasers turn off, then quickly run up out of the grid onto the next ledge.



3-6. Jade drops down to a series of platforms with laser bars pulsing or moving in various patterns. Figure out when to drop so you can hop to safety without getting zapped.



## SECOND DROP

Hang down the next ladder. The next drop features two perpendicular laser bars moving across the platform below. Wait until their intersection moves toward the upper left, then drop and hustle to safety before the bars move back.



*3-7. Here's the second drop. Wait until the bars are in this position (moving up and left), then drop and run onto the platform at right.*

## THIRD DROP

Hang down the next ladder and just drop. (Don't worry, the landing is safe.) Blue stationary laser bars crisscross the next ledge. These are easy to duck under while crouching. But a rotating red laser complicates things, shooting two beams. These beams are blocked at intervals by shields.



*3-8. Crouch under the blue lasers and use the series of barriers to shield you from the spinning red lasers.*

The trick: Crouch and go from shield to shield, moving right after the second red laser swings past your current position. Don't overshoot the next shield! The rotating red lasers are timed so you can just reach the spot protected by the next shield and no further. When you get to the last barrier, wait...then time your move to the next ladder and hang down. (The red lasers can't hit you on the ladder.)

## FOURTH DROP

Drop to another safe landing, then move Jade toward the wall so she flattens against it. Two red laser gates pulse on and off, so time your slide to the right for safe passage. When you get through the second gate, hang down again and drop to a safe landing.



*3-9. Flatten against the wall and time your slide through the pulsing laser gates.*

## FIFTH DROP

This one's a bit scary. Flatten against the wall and start sliding to the left. A vertical red laser bar appears to your right and starts chasing you! And another vertical laser bar seems to block your path...until you approach it, then it dissipates. More vertical lasers line the ledge, but each dissipates as you approach.

Wait until each one is completely gone then slide left, keeping ahead of the chasing bar. Hang down at the end of the ledge.

## THREE "LAND & DIVE" DROPS

The next three drops are related. Each drop lands on a long platform with a horizontal bar sweeping back and forth from one end to the other. The idea is to drop when the laser bar is furthest away, turn toward the bar and dive over it as it approaches, then hang down the end of the platform and time your next drop.

The first two are fairly easy because the laser bar moves slowly. The third drop is slightly tougher because the bar moves faster, but nothing you can't handle in your first try. After you dive over the third platform's laser bar, hang down and drop to the green plexiglass floor below.



*3-11. Drop onto the platform, dive over the approaching laser bar, then hang down off the platform's end.*



# OLD SLAUGHTERHOUSE

## CIRCLING GUARDS

The plexiglass "floor" is actually the ceiling over the Alpha Sections quarters, with two guards patrolling in a circle below you. (You can see them through the plexiglass.) Exit via the blue-lit crawspace. Creep slowly and carefully through the obstacle course of vertical blue lasers.



**3-12.** Observe the circling guards from behind the box, and then follow one closely around the circle.

Emerge from the crawspace and drop down to the floor. Dive over the low laser barrier. Pause at the corner and swing the camera view out and watch the two Alpha Sections patrol down the hall. When the next one passes, crouch under the high laser barrier and creep forward to the box marked with a triangle.

Note that the laser barriers in the next room dissipate as the guards walk through them. As soon as the next guard turns left in front of you, creep in behind and follow him on his circling patrol to the wall ladder on the opposite side of the room. Quickly climb the ladder and duck into the crawspace at the top.

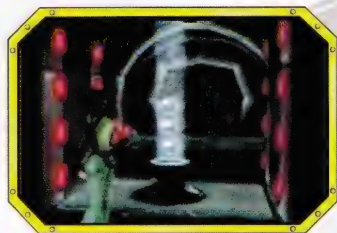
## PEARL CORRIDOR

Crawl down to the fan at the end of the duct, kicking rats as you go. Move Jade to the broken green window on the right, then switch to Gyrodisk aiming view. Shoot the wall switch across the corridor to turn off the floor lasers in the section directly below.



**3-13.** Creep down the duct to the broken green window, then target the laser switch through the hole. Do the same thing from the opening further up the duct.

Move back up the duct and look out the first opening on the left. Use the Gyrodisk glove to shoot the wall switch across the corridor here, too. Now all of the floor lasers are turned off in the corridor below.



**3-14.** Once the floor lasers are deactivated, drop down and nab the three Pearls.

Drop down to the floor and take the three Pearls floating in the blue stasis beam. Nice! But you're not home free yet. Go to the end of the hall and kick the Materia crate for crystals. Then use the door switch and exit the hall.

## TIMED DOOR EXIT

Crouch immediately and creep up to the box in the next passage to avoid detection. Up ahead, one Alpha Section guard paces in a lone, pathetic circle around the room. Don't you feel bad for him? Shoot his oxygen tank. That ought to help.

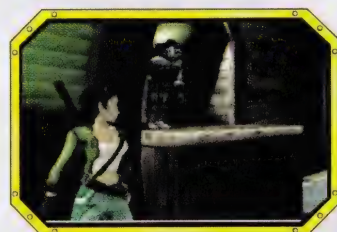
Or if you want to practice your stealth methods, note that the exit door is just ahead to the right, but the door switch is across the room to the left. Wait until the guard passes, then crouch and follow him around the circle, staying crouched all the way.

When you reach the door switch, pause a moment to let the guard get a little further ahead of you. Then press the door switch and creep straight through the open door before it closes.

## ELEVATOR RIDE

Move to the next corner and flatten Jade up against the left wall. Just ahead is an elevator platform with two boxes on it. The platform will start rising as soon as you step onto it. Before you do, swing the camera to see the Alpha Section just around the corner, standing in an opening overlooking the elevator platform.

A wild elevator ride lies ahead. Read the next three paragraphs before you move Jade onto the platform.



**3-15.** Crouch and move onto the elevator behind the first box to start the ride up.



The elevator rises past several more openings manned by Alpha Section guards. If any guard spots Jade, he calls an alert and laser sentry drones zap her to cinders. She must stay crouched and unseen behind boxes until the elevator arrives at the top.

But the Alpha-manned openings can be on any of three different sides of the elevator shaft, so Jade must move to a certain spot to keep hidden from all angles. Here's how:



**3-16.** This position (circled) keeps you hidden from all shaft openings as the elevator rises.

Crouch and move onto the elevator platform behind the nearest box. The camera view switches to the opposite side of the shaft and the elevator rises. Stay on the left side of the box until the Alpha guard on the right drops out of sight, then immediately creep forward (toward the camera) to the right side of the second box. Continue around the box to the side nearest the camera (see 3-16) and stay there for the rest of the ride. Even the guard that boards the elevator later won't see you there.

## BACK TO DOUBLE H

When the elevator arrives, the guard walks off into the next room. Follow him until you reach the big box, then climb it and enter the tall ventilation duct. Walk to the duct's end and kick the grate to open it. Drop down to reunite with Double H.

Grab the health goodies in the room, press the wall switch to turn off the laser barrier, then exit back out to the Pedestrian District. Excellent looting!

## BONUS: SHED

But the looting isn't over yet. The Alpha Sections have lots of pilfered booty in their hidden treasuries. They're the bad guys, so you have a moral imperative to steal it away from them.

We'll start from the Akuda Bar again. Go straight down the ramp and turn right. Continue down to the Fountain Plaza and veer left past Nouri's Sidewalk Stand. Run upstairs past the Alpha Section guard and take a hard right to the door with the square lock.

Of course, you have the Square Key now, so unlock the door and enter the area called simply "Shed." Inside, kick the rats and Materia crates for crystals, then approach the cabinet in the corner. Use it to get the code input screen. But where do we get the code?



**3-17.** Use the "Alpha Sections Ticket" code you got from the despondent Felis woman to unlock the cabinet in the Shed and retrieve the Pearl.

Actually, you have the code already. Remember the despondent Felis woman in Room 1 upstairs in the Akuda Bar? The ticket she gave you has the code you need. If you jotted it down on paper, enter it now. If not, select your S-A-C. Highlight the item named "Alpha Sections Ticket" and press the Use button to bring up the info screen. The picture of the ticket has the code on it. (If the code isn't visible, use the secondary control stick to flip the ticket around to see the numbers.)

Yet again, we regret to inform you that the code changes randomly from game to game, so we can't give it to you now. (Believe me, we would if we could, because we're a big bunch of cheaters.) Enter the code on your game's "Alpha Sections Ticket" into the code-input screen to open the cabinet. Take the Pearl and exit the Shed.

Hey, that was easy.

## BONUS: ALPHA SECTIONS WAREHOUSE

Time to pay for how easy that last theft was. This is a tricky, super-stealth bonus mission. Again, starting from the Akuda Bar, go down the ramp, turn left, and proceed around the corner to the lower level. Veer left at the bottom of the stairs and approach the door blocked by heavy metal bars.

### USE DOUBLE H ACTION, TWICE

Use Double H's special action to bash through the bars. Enter to proceed to another section of town. Double H says Nino told him about this place—the secret storehouse of the Alpha Sections. Head across the plaza.



## OLD SLAUGHTERHOUSE



**3-18.** Walk Jade into that elevator ahead and use Double H to push the switch.

The open, round doorway leads into an elevator, but the switch is outside the door. Get in the elevator and have Double H press the switch to send you down.

### FIRST GUARD

When the elevator arrives, follow the corridor around the turn and flatten against the wall just before you reach the corner. Swing the camera view around the corner. You can see three boxes and an Alpha Section guard arrayed across the room. The guard stands in one place, rotating toward you and then away from you.

Attack option: When the Alpha Section rotates away from you, step out and quickly nail his oxygen tank using your Gyrodisk glove. Then go to the disabled guard and kick his tank to finish him.



**3-19.** If you use the stealth approach, sneak past the Alpha guard from the right side of the box.

Stealth option (more fun in our opinion): Crouch and move from box to box, moving each time just as the Alpha guard rotates away. When you reach the box closest to the guard, creep around the right side of the box (see 3-19). Just as the guard rotates to face the room, creep past him through the doorway and around the corner to the left. (He may spot movement and say, "Huh?" but if you hustle around the corner, he won't call an alert.)

### SURVEILLANCE MODULES

Move down the next corridor to the corner before the next room. Flatten against the wall and take a preview peek around the corner. This room features more boxes for hiding from the lone Alpha Section guard who, like the last guard, rotates to face toward and then away from you. But this time, two Surveillance Modules with searchlights patrol back and forth between the boxes, too. If you get caught in their light, the alert sounds and you're dead meat.



**3-20.** Don't get caught in the blue searchlights of those Surveillance Modules.

As with the last guard, you can nail this fellow's oxygen tank and then carefully cross the room (avoiding the searchlights!) to finish him off.

Or challenge yourself with the stealth approach: Crouch and move to the nearest box when the guard rotates away from you. Time your move to the second box just as the guard turns



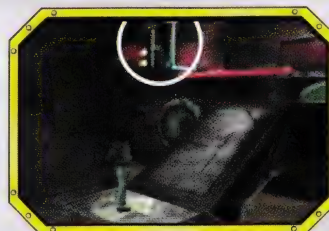
**3-21.** When you get here, you can either slip around the guard's right side or just nail his oxygen tank with a Gyrodisk shot.

away again, but don't get caught in the first module's searchlight. Repeat as you move to the third box near the Alpha Section guard. When the guard turns away from you, creep right up to his back, then around him on the right as he rotates back to face the room. Hustle through the door.

Kick the Materia crates in the next hall and scoop up the crystals. Then proceed down the hall to the next area.

### FIRST TIMED DOOR

Step on the pressure pad marked with a green arrow at the bottom of the next ramp. Note how the door across the room slides open. When you step off the pad, however, the door slowly closes. You have about 10 seconds until the door lowers too far for you to crouch under and get through.



**3-22.** Stand on the arrow to open the far door (circled), then sprint to it (ducking under laser sweeps) before it closes.



Of course, it's not a simple run. A red laser beam rotates 360 degrees from the middle of the circular route to the door. Plus a low blue laser barrier runs across the platform just in front of the door. So you must sprint along the path from the arrow pressure pad, crouching momentarily when the laser swings toward you, then dive over the blue lasers just before you reach the door. Good luck!



3-23. Treasure! That run was worth it.

When you finally make it through the door, you are greatly rewarded. Numerous Materia crates and one Pearl await your greedy fingers in the next room. Take everything, then move to the next timed door.

## SECOND TIMED DOOR

Same as the first, only a longer path with two lasers to duck. When you make it through the door, an even bigger treasure awaits—two Pearls and plenty more Materia crystals. Exit via the open elevator.

## RUN!

When the elevator arrives, push the nearby wall switch to turn off the red laser barrier. Now comes a mad dash to freedom. Hold down the Acceleration button the entire time and keep one finger on the Dive button for forward rolls over low laser barriers.



Don't stop to fight during the final dash out of the Alpha warehouse. Just run!

Sprint toward the camera as you avoid various attacking drones and guards. Be sure to dodge the searchlights of the Surveillance Modules. When you cross the final walk-bridge to the right, turn and sprint up the walkway (moving away from the camera now) until you reach some boxes. Climb up the boxes to escape back to Double H in the courtyard outside the warehouse.

Go back through the door under the archway to return to the Pedestrian District.

## BUY TWO MORE PEARLS (AND GET IRIS 513)

You've probably got enough Pearls to get what you need at Mammago Garage. (You *certainly* do if you've been following this walkthrough.) But if you have more than 7000 units in your account, you can buy two *more* Pearls.

## NOURI'S SIDEWALK STAND

Nouri has a Pearl for sale at his sidewalk foodstand for just 3000. And you might want to refill some of your health supplies, particularly boxes of K-Bups.



3-24. Buy a Pearl from Nouri if you have the cash.

## MING TZU'S SHOP

Ming Tzu now has two Pearls available for 3999 apiece. Buy one or both to help reach the total of 15 Pearls you need for the Jump Kit at Mammago. (Or just buy them for the heck of it. You'll need them eventually, anyway.) And if that still isn't enough, you can visit two *more* bonus areas via hovercraft on the way to Mammago Garage.



3-25. Ming Tzu has two Pearls for sale. The price is kind of steep, though.

Before you leave: Talk to Ming Tzu and say the IRIS "shell" haiku. He gives you access to his back room where you can pick up issue 513 of the IRIS newsletter. Read it at the Mdisk reader in Ming Tzu's side alcove.



3-26. Pick up IRIS 513 from Ming Tzu and read the report you helped generate.

Exit the shop and go to your hovercraft.



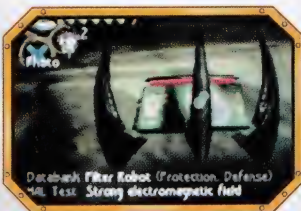
## CHANNEL BONUS AREAS

Now you can visit another pair of bonus areas for extra cash and Pearls. Both are in the channel that runs parallel to the Main Canal (see 3-27). To reach the channel from the Pedestrian District, turn left onto the Main Canal and head toward "Home" to exit into the bay. Then take a sharp left and proceed through the next entry arch (see 3-28).



3-27. Here's where you can find the two bonus areas in the channel.

Blast the Alpha Filter Robot that guards the channel; use your cannon's nifty targeting-lock triple-shot mode. (Again, hold down the Action button then release.) One good triple-shot disables the drone.



3-28. Here's the entry arch into the channel. Blast the Alpha Filter Robot that blocks passage.

The second Looter's Cavern is just through the channel's entry arch on the right side. The Alpha Sections Underground Quarters, guarded by a second Alpha Filter Robot, is further up the channel on the left side.



Want extra cash? Blast any floating boxes you come across in the bay, channel, or canals. Then pick up the Materia crystals left behind.

## ITEMS AVAILABLE

Pearls

Materia crystals

## ENEMIES

Alpha Filter Robot

Crochax Velox

XB-24 robot

Alpha Cyclops robot

Alpha Section

## NEW ANIMAL SPECIES TO PHOTOGRAPH

Macropodia Omnivora

## PRIMARY OBJECTIVES

Gather Pearls.

Increase units account.



## LOOTER'S CAVERN TWO

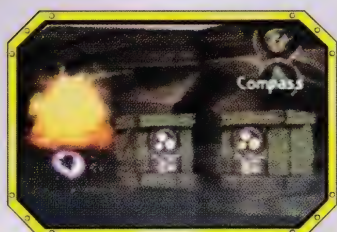
This one works just like the first Looter's Cavern. Give chase to the bandit hovercraft after it robs you of 100 units. If you make it through all five doors and gun down the looters' craft, you gain a Pearl and exit back out into the channel.



3-29. Here's the entrance to Looter's Canyon 2 off the channel.

## ALPHA SECTIONS UNDERGROUND QUARTERS

Move up the left side of the channel. When you see the next Alpha Filter Robot up ahead, open fire using your target-lock mode. Now you can proceed into the huge, castle-like entrance gate on the left side of the channel.



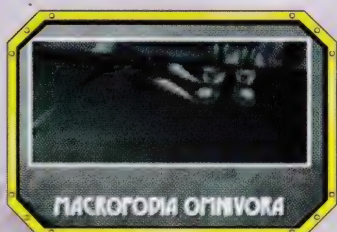
3-30. Blast floating boxes to pick up spare Materia crystal units.



3-31. Blast the Alpha Filter Robot and enter this entrance to the Underground Quarters.

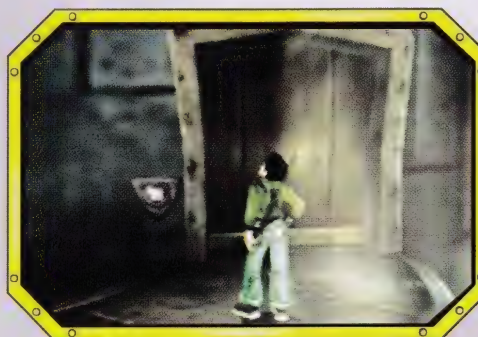
## SLUG SHOT

You step onto the dock into the midst of a bunch of slug-like creatures. Snap a photo to inventory the Macropodia Omnivora. Then kick the crap out of them. They can bite, and it hurts. So eliminate them.



3-32. Photograph the slugs on the dock to document their slimy, toothy existence for the Science Center.

Hop onto the upper ramp and climb to the door. It requires a Square Key to open, and by golly, you've got one of those now. Enter the facility.



3-33. The entrance is a Square Key door, and you've got a Square Key now.

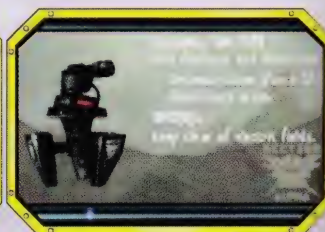
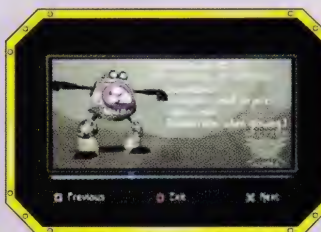
## BOT BATTING

As you enter, you see a Crochax Velox disappear around the corner. Double H cries out that he's getting away with a Pearl. The fiend! Chase it into the next room, which has two exits blocked by electrical barriers.



Double H's Super Action hammer blow works the same way as Pey'ji's Jet Boot stamp—when the blow lands, nearby enemies pop up into the air for Jade to bat into distant targets.

As you enter, an XB-24 robot drops to the lighted patch of floor from a ceiling chute. Unleash Double H's Super Action hammer blow, popping the bot up into the air. Then have Jade attack it, triggering her slow-motion swing. Bat the XB-24 into the electrical barriers directly across the room to destroy both the bot and the barrier.



3-34. The XB-24 may be a nuisance, but it makes a nice softball for batting into electrical barriers. The same goes for the Cyclops laser bot.



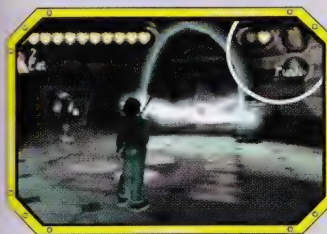
# OLD SLAUGHTERHOUSE

See the wall switch across the room? Another goofy XB-24 drops from the ceiling chute onto the lighted patch of floor every time you press it. Use this fact to destroy the other electrical barrier.

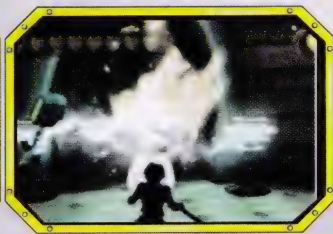


**Remember to keep your distance and hold back your attack when an XB-24 is glowing red.**

First, position Jade facing the barrier from the opposite side of the lighted floor. Then have Double H push the wall switch. Use your partner's special action again the moment the new XB-24 hits the ground, knocking it into the air for Jade to bat into the second electrical barrier.



**3-35.** The wall switch produces a new XB-24. Set up here and have Double H push the switch, then knock the new bot into the barrier.



## CYCLOPS ROOM

Go into the room on the right. An Alpha Cyclops laser drone "awakens" and attacks. Get around its right side, then drive it into the electrical barrier across the room. When the drone and barrier explode, help yourself to the good stuff in the nearby cabinet, including a Meca-Impulser.



**3-36.** Drive the Cyclops into the next electrical barrier, then loot the room of goodies.

## XB-24/CYCLOPS REDUX

Walk into the next room to see another XB-24 dispenser chute on the ceiling. Have Double H push the wall switch, and when the XB-24 hits the ground, unleash his Super Action hammer blow. As before, have Jade bat the bot into the next barrier.

Continue into the next room and drive the Cyclops into yet another barrier.



**3-37.** To get to the Pearl Crochax (circled), you must bring down XB-24s from the ceiling dispensers and drive them all the way to this last pair of electrical barriers.

Now comes the tricky part. Two more electrical barriers spark and sizzle between you and the Crochax with the Pearl. Turn around and veer left, returning to the nearest "XB-24 Dispenser" room. Work your double-team magic with Double H, patiently batting the bot through the next room and into the next barrier. Repeat for the last barrier.

## DEFEAT THE CROCHAX SWARM

One Crochax with a Pearl waits for you in the last room. But as you approach, two more fly in—both carrying Pearls, too! This is good, and bad. Bad, because the fight is tougher. But good, because you get more Pearls, of course.



**3-38.** Swat down the Crochax to get three Pearls.



Defeat the Crochax trio, nab their Pearls, and return to the hovercraft. Exit the structure and return to Mammago Garage.



## CHANNEL BONUS AREAS

Enter a buy the Jump Kit for 15 Pearls. The rhino brothers automatically install it in your hovercraft. Exit the building and talk to Double H. Select: "I thought the Slaughterhouse sector was blocked too, wasn't it?" He answers that he's heard of a secret passage leading off from Race 3, which takes place near the Slaughterhouse.



3-39. Buy the Jump Kit at Mammago Garage. Now you can get to the Slaughterhouse.

Off to the Slaughterhouse! (That doesn't sound too good, does it?) But on the way, you can make a little detour to the last pair of Looter's Caverns in the area.

## BONUS: FORBIDDEN ZONE CAVERNS

Two more Looter's Caverns can be found in the bay, now that you can jump the laser barriers and cruise into the forbidden zones. See 3-40 for the locations of Looter's Cavern 3 and Looter's Cavern 4.



3-40. Here's the route from Mammago Garage to the Slaughterhouse, with the last two Looter's Cavern locations indicated as well.

The goal in each is the same as in the previous two Looter's Caverns. Looters steal your money when you enter the cavern—100 units, to be exact. When they run away, chase them through the hair-raising obstacle course. Stay on their tail, passing through security doors before they close, until you reach the final pool and blast their ship. If successful, you earn a Pearl.

## THE OLD SLAUGHTERHOUSE

From Mammago Garage, follow your compass to the location marked as "Slaughterhouse Race." Soon you reach the red laser barrier. Head straight for the barrier and punch your Jump button just before you hit the laser. The new Jump Kit lifts your hovercraft over the barrier. (This may take a couple of tries until you get the timing right.)



3-41. Hop over the laser barrier by punching your new jump button.

### ITEMS AVAILABLE

Pearls  
Materia crystals  
Fuses  
Health/Repair items

### ENEMIES

Alpha Arachnoblast  
Defense Mine  
Torpedo Launcher  
DomZ Specters  
Surveillance Robot  
Surveillance Modules  
XB-24 Robot  
Alpha Cyclops Robot  
Trilobites Saltans  
Alpha Sections



# OLD SLAUGHTERHOUSE

## NEW ANIMAL SPECIES TO PHOTOGRAPH

**Megaptera Borealis**

**Anguilla Bifida**

**Trilobites Saltans**

**Timorea Saponifier**

**Helix Malvea**

## PRIMARY OBJECTIVES

Find the secret entrance to the Slaughterhouse on the Race 3 racetrack.

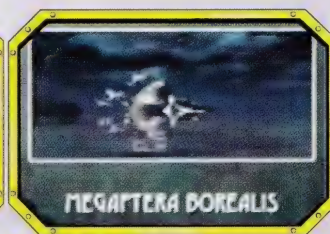
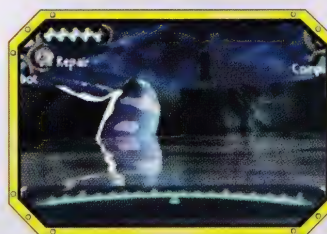
Get photo evidence from three observations points in the Slaughterhouse (evidence of torture, human trafficking, and DomZ control over Alpha Sections).

## JADE'S PATH

Before long you get an email from IRIS that confirms what Double H just told you. An opening somewhere along the Race 3 course leads into the Slaughterhouse sector. This info is included in the new item listed under your Objectives.

## SHOOT THE WHALE

Before you enter the tunnel to the races, look out across the water to the right of the landmass ahead. See the large aquatic animal rising and falling in the waves? Get closer and take a photo of Megaptera Borealis for the Science Center.



3-42. Spot the whale-like creature in the bay near the Slaughterhouse, then get a photo for the Science Center.

Now enter the cave opening that leads to the Slaughterhouse races.

## BONUS: RACES THREE AND FOUR

Participation in Race 3 is not an optional bonus, because the racetrack is the only way into the Slaughterhouse. But competing and winning is optional. As in Races 1 and 2, you must finish in the top three of the first race (Race 3) in order to unlock the second race, Race 4. Winning either race the first time earns you a Pearl. Top three finishers earn cash prizes.



3-43. Find the secret entrance in the left wall of the Race 3 racetrack, a short distance past the second accelerator ramp (seen here).





After you've indulged your racing pleasure, restart Race 3 and find the secret entrance. It's on the left wall inside the tunnel just after the second accelerator ramp (ramps with yellow arrows). The entrance has a low laser barrier, but you can punch your Jump button to hop over it.





## SLAUGHTERHOUSE ROAD

Get ready for a truly wild ride down what remains of the old Slaughterhouse road. You'll find that your Looter's Canyon experience comes in handy here as you weave and wend your way through a perilous obstacle course while dodging attacks from the massive Alpha Arachnoblaster sentinel that guards the Slaughterhouse entrance.



3-44. Yes, a rough road lies ahead...

### Some things to keep in mind:

-  **Go full speed all the way. Keep that Acceleration button mashed in!**
-  **Use your Jump button to hop across gaps in the road and leap over flame blasts from exhaust pipes along the way.**
-  **Just keep following the road. The route is linear.**
-  **Don't try to shoot the Arachnoblaster. It's invulnerable. However, you can blast any boxes in your path.**



3-45. Don't bother with the invincible Arachnoblaster sentinel. Just dodge and run.

## SLAUGHTERHOUSE QUARTER OUTER RESERVOIR

The road finally dumps your hovercraft into a reservoir. Your next goal is to reach the facility's exterior moats. A nearby tunnel leads from the reservoir to those moats. But three Alpha Defense Mines line the tunnel—and the third mine completely blocks the exit passage at the end of the tunnel.

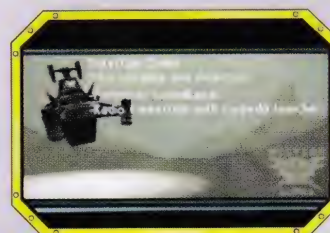


3-46. The Alpha Defense Mine is invulnerable to your cannon fire. Find another way to destroy it.

If your hovercraft strikes a Defense Mine, you suffer heavy damage, but the mine remains undamaged. And your hovercraft's Neutralizing Cannon is useless against it too. But there are two ways to clear mines out of your way.

## CLEAR MINES WITH TORPEDOES

A hovering Detection Drone patrols the reservoir. If your hovercraft passes through its searchlight beams, the drone launches a speedy torpedo that locks onto you. Torpedo hits damage your hovercraft, of course. But you can use torpedoes to your advantage, too.



3-47. The Detection Drone sends a torpedo after you if you wander into its searchlights.

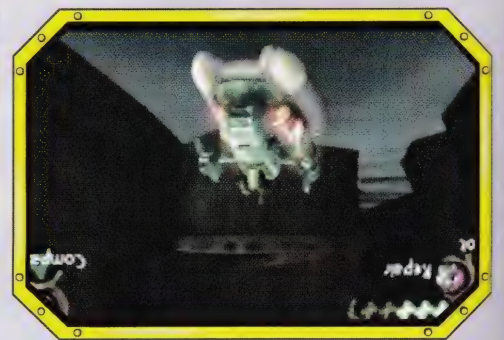
Running full speed (with the Acceleration button held down), sprint through a searchlight beam. The drone immediately drops a torpedo, which starts tracking you. Continue full speed to the exit tunnel. Lead the torpedo directly to the next Defense Mine.

Pass as close by the Defense Mine as possible. The torpedo chasing you strikes the mine and both explode.



## CLEAR MINES WITH BOXES

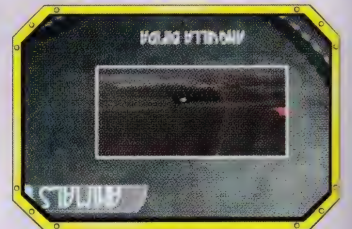
Another minesweeping tactic is less stressful but more time-consuming. Several boxes float in the reservoir. You can guide boarded into boxes to get them off your tail. Another good use: Your hovercraft can push boxes into the floating Defense Mines to detonate them safely and clear your path.



**3-48. A great way to detonate a Defense Mine: Push a box into it.**

## GET A SNAKE PHOTO

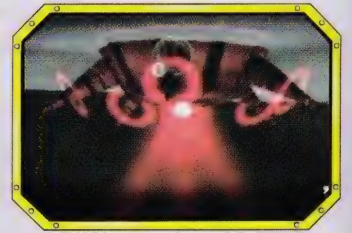
Before you exit the reservoir for good, find one of the green water snakes (Anguilla Bifida) slithering around and get a picture for the Science Center.



**3-49. Be sure to get a photo of the green water snake for the Science Center.**

## CLEAR THE CONNECTING CHANNEL

Once you get the third Defense Mine cleared, enter the very narrow connecting channel. A box floats in your way. Push it ahead of you through the channel. The box strikes another kind of mine, exploding it harmlessly.



**3-50. Beware the Tracking Mine. It attracts to you if you get too close.**

## THROUGH THE GATEWAY

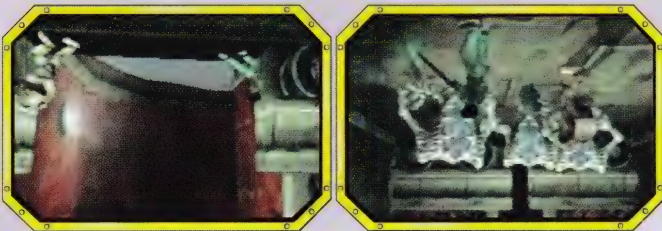
After you defeat the Specters, walk Jade into the gap between the two big doors and push open one side. Double H automatically pushes open the other door for you. Beyond the gate is nothing but a canal full of water. You can't walk any further. Now what?



Jade's Super Attack can be particularly deadly against the pack of Specters, wiping out multiple enemies that surround her.

As you approach the double gate, a squad of DomZ Specters suddenly materializes and attacks. Wipe them out!

**3-52. Specters guard the gate. Destroy them and push the gate open.**



When you reach the end of the channel, pull over to the platform on the right side and press your Action button to dock. Replenish your health and repair items at the vending machine on the platform. Then climb the ramp to a gateway. A big double-door gate blocks the far end. There's a small gap between the two doors.

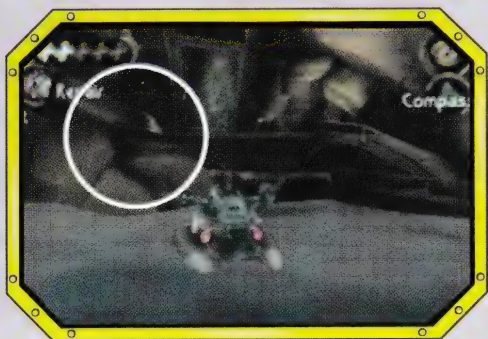
## SPECTER ATTACK!



**3-51. Dry land at last. But only for a moment...**

This second kind of mine infests the narrow channel and beyond. It's a Tracking Mine—if you get too close, it starts flashing red and slowly moves to strike your hovercraft. Keep your distance! You can destroy Tracking Mines with your cannon, but replacement mines pop up in seconds, so hustle past after you blast.





**3-53.** After you open the gate, drive the hovercraft right up the slope (circled) and through the gateway.

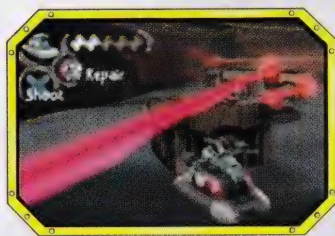
Go back and board the hovercraft. Turn and point the craft's nose at the slope running up the left side of the walkway (see 3-53). Now press the Acceleration button and gun that new engine! You zoom right up the slope and through the gateway into the far canal.

## EXTERIOR MOATS

Now work your way through three sections of moats. The way is quite linear, so you don't need a map. Here's a look at the challenges each section presents.

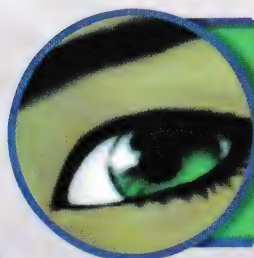
### ZONE 1: REVOLVING LASER TURRETS

This passage is easier than it first looks. Several laser turrets revolve in the canal ahead. Each turret emits two laser beams—one high, one low. The high beams can't hit you if you're at water level, so all you have to worry about are the low beams.



**3-54.** Use the first box as a shield until you're ready to make your run down the rotating laser line.

A box floats in the passage's entry; it shields you from lasers as you approach. Stay behind the box and watch the circling sweep of the low laser on the nearest turret. After the low laser sweeps past again, follow it! As you move from turret to turret, go around in the same direction the beams are circling.



At the bend in the canal, a patch of land rises up on the right. Your hovercraft can climb this to avoid the sweep of a low laser, if necessary. But then you're vulnerable to high lasers, so slide back down into the water when a high beam sweeps close.

## ZONE 2: EXHAUST VENTILATOR ROOM

The next moat section calls for you to climb a ramp and get past powerful exhaust fans. As you enter the area, a first fan suddenly blows you across a small reservoir directly into a phalanx of deadly Tracking Mines! Hold down the Acceleration Button and veer hard to the right side of the reservoir, a calm area amongst floating boxes.



**3-55.** The first fan blows you into the room right at the platoon of Tracking Mines. Veer hard right toward those boxes.

### Climb the Ramp

Next you must reach a ramp at the far end of the reservoir, behind the Tracking Mines. Approach the mines and use your cannon's special shot (hold down the Action button a few seconds, then release) to clear a path. Hurry through! Tracking Mines regenerate after a few seconds. Blast the last two Tracking Mines at the bottom of the ramp up ahead, then turn right and gun the engine full speed up the ramp.



**3-56.** Climb the ramp to the gauntlet of hard-blowing ventilator fans.

### Gauntlet of Four

At the top, turn right and run the gauntlet of ventilator fans, all blowing hard left to right. If you let them push your hovercraft too far right, it slides over a waterfall that drops to the mine-infested reservoir where you started this area.

### Floor Grate

After you get past the first four fans, you get a brief respite on a connecting platform. But watch out for the floor grate there! It will lift your craft right up and out of control. Steer carefully around it.

### Mine Pool and Exit

A final pool is filled with Tracking Mines. At the pool's far end, two big ventilator fans blow across the water, making navigation difficult. Your destination, an exit door, is directly between the two fans (see 3-57).



# OLD SLAUGHTERHOUSE



**3-57.** Peek around the corner to find the exit door (outlined here) between two powerful exhaust fans (circled).

Use your cannon's special fire option (again, hold down the Action button and then release) to blast a path through the mines, then hurry through to the exit door.

## Hall of Mines

Yikes! The next watery corridor is completely choked with Tracking Mines. No way around these—so fire away with your cannon and try to get past before mines you've already destroyed regenerate. You finally spill out into another open reservoir.

## ZONE 3: DEFENSE MINE CORRIDOR

The final zone of the Exterior Moats calls for passage down a narrow corridor blocked by three big Defense Mines. Again, these are immune to your cannon blasts, so your goal is to push boxes into them.

### First Mine

The first box-push is easy. A box floats right at the mouth of the mined corridor. Just nudge this box down into the first Defense Mine. Boom! One down, two to go.



**3-53.** After you open the gate, drive the hovercraft right up the slope (circled) and through the gateway.

### Second Mine

Go through either one of the damaged openings directly across from the mined corridor. Follow the passage to a room with three exit doors (see 3-59). Take the middle exit, which leads up a ramp.



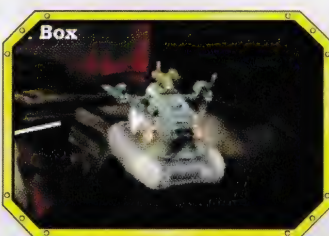
**3-58.** Push the box down the corridor at the first Defense Mine.

At the top of the ramp sits a box on a balcony overlooking the reservoir. Push it off the balcony into the reservoir. Follow it, steering the hovercraft off the balcony into the reservoir, too.

Now push this second box into the second Defense Mine in the mined corridor.

### Third Mine

Another box sits up on the balcony, but on the opposite side of the room. Retrace your route back up the ramp toward the balcony. When you get close, inch carefully onto the balcony and turn right. (If you climb the ramp too fast you just fly off the balcony back down into the reservoir.)



**3-60.** To reach the third box, drive around the balcony, jumping over the two gaps (seen here).

Move slowly around the curving balcony, which leads around to where the third box sits. Unfortunately, the damage to the openings below also tore two gaps in the balcony. So two tricky jumps lie ahead. While moving forward, punch the Jump button to jump over the first gap and land on the small section of balcony still standing, then quickly punch the Jump button again to hop across the second gap.

It's a tricky maneuver that may take a few tries. The secret is to stay controlled—you don't need a lot of speed to make these jumps. When you reach the third box, maneuver slowly and carefully behind it. Then push it off the balcony and follow it down into the reservoir. Then push the box down the mined corridor to detonate the last Defense Mine.

Proceed down the corridor. The game loads the next area.

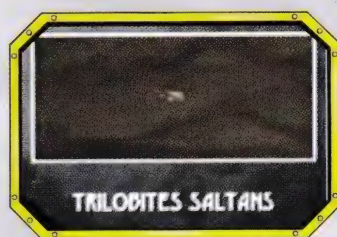


## SLAUGHTERHOUSE ENTRANCE

A big metal gate blocks the entrance area. Dock at the platform on the right. You have two tasks to perform here.

### SHOOT THE TRILOBITE

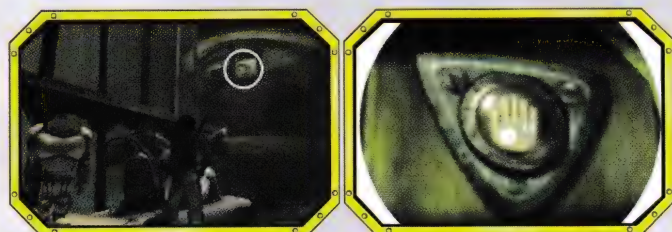
After Jade hops ashore, turn left and look at the debris-clogged passage across the water. Spot the glowing creature moving about the debris pile. Zoom in with your camera and get a shot of Trilobites Saltans for the Science Center.



**3-61.** Get a photo of this creepy crawly creature for the Science Center. (You'll face them in combat later.)

### SHOOT THE GATE SWITCH

Look high across the passage. See that green-lit control room up there? Switch to your Gyrodisk aiming view and zoom in on the wall switch visible through the open window. Shoot the switch to open the big metal gate.



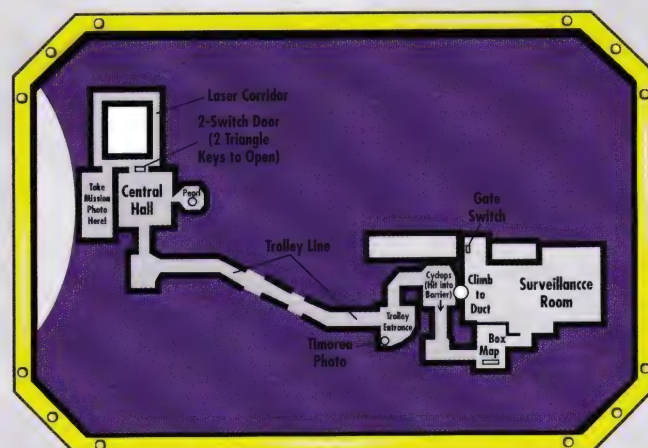
**3-62.** Fire a disk at the gate switch in the high control booth across the canal.

Hop back in your hovercraft and drive through. The gate slams shut behind you—trapped! The gate switch from this side is on a platform next to the gate, but you must enter a photonic code to operate it. You can take a photo of the code display and send it to the governor, but she demands more proof: "Wrap up your report first and then I'll send you the code."

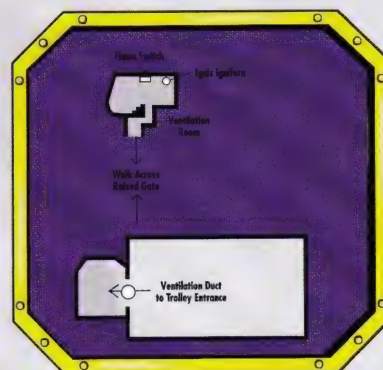
Soon you get a message from IRIS saying you need three more evidence photos before your report and issue 514 can be completed. Float down the entry passage until the game loads the next area.

## TO OBSERVATION POINT ONE

Your ultimate goal in the Slaughterhouse is to reach three observation points and snap evidence photos for your report. Here's a look at the layout of the area leading to the first observation point:



Surveillance Room to Central Hall: Levels 1 and 2



Surveillance Room: Level 3

## SURVEILLANCE ROOM

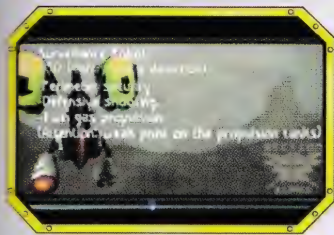
Follow the passage to the next gate, then dock at the low platform on the left. Walk up the pipe, and then flatten against the wall to squeeze through the narrow opening. Double H can't get through, so Jade is on her own for the next few steps.

### BUG-EYED DRONE

Hop up the series of platforms to the open floor. When you arrive, a bug-eyed Alpha Surveillance Robot flies across the room and starts zapping you with laser pulse fire. Switch to Gyrodisk view and start zinging disks at the drones "eyes," which are actually gas propulsion tanks. These are its weak points.



# OLD SLAUGHTERHOUSE



**3-63. Target the Surveillance Robot's "eyes" (propulsion tanks) with your disk shooter.**

Of course, when Jade fires disks she is stationary, so she suffers some damage in this fight. But afterward, consume a K-Bups box and use the nearby vending machine to restock your health supplies.

## OPEN THE CANAL GATE

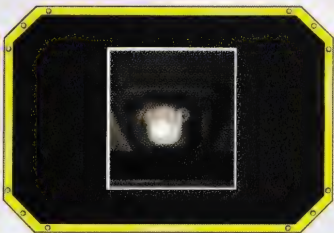
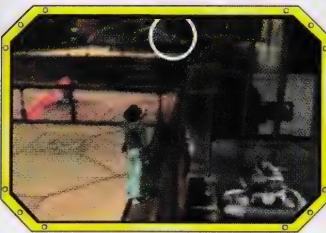
Double H is stuck down below unless you can get the canal gate open and steer the hovercraft to the next dock, which has a ramp up. The gate switch is on the platform next to the big turning gear (we'll call it the "gear platform") across the Surveillance Room. Jade can easily crouch and walk under the laser sweep to cross the room and reach the switch.



**3-64. Jade can crouch and move easily under the laser sweep down on the main floor.**

The problem is that the switch is timed. When you push it, Jade doesn't have nearly enough time to get back past the laser turret sweep all the way to the hovercraft and then drive through before the gate lowers again. And only Jade can pilot the cantankerous hovercraft; Double H can't drive it himself.

There's no solution to this problem. You're stuck here. The game is over, essentially. It's a major design flaw.



**3-65. Stand here and target the gate switch (circled) between the teeth of the big turning gear. Then hustle down to the hovercraft and drive through the temporarily open gate.**

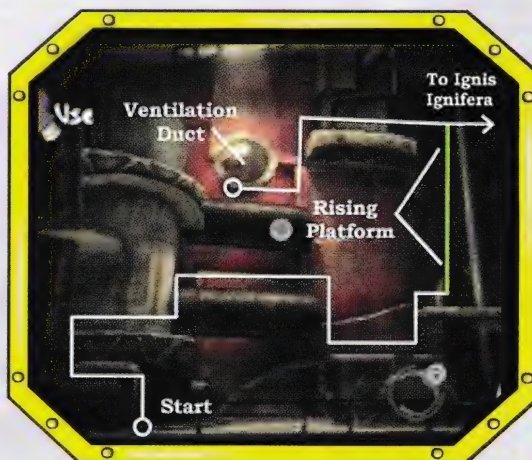
Okay, we're kidding. Actually, the solution is simple.

Stand next to the edge of the platform at the drop-off leading back down to the hovercraft (see 3-65). Switch to Gyrodisk aiming view and zoom in to target the gate switch across the room. Shoot the switch—you have to fire through the moving teeth of the big turning gear—then hustle down to the hovercraft and drive under the gate before it lowers again.

Dock just beyond the gate and climb back up to the gear platform.

## RIDE THE RISING GATE

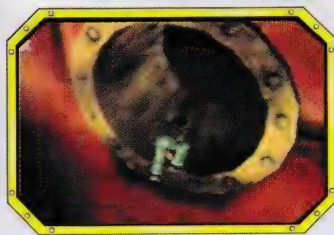
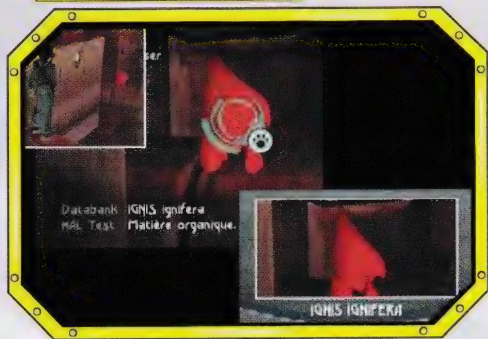
We could let you try the Trolley Entrance via the door at the back of the Surveillance Room, get stuck at a dead end, and eventually return here. It might be amusing for us. But we won't. Instead, we'll give you the most efficient way to reach the Trolley. And we'll find an animal species hidden in a secret room along the way.



**3-66. Send Jade along this route up to the ventilation duct at the top of the room.**

Jade must climb to the round ventilation duct at the top of the room. On the way you can take a quick detour to find a most curious animal. Take a look at 3-66 to see the route. When you reach the gate platform at far right (see 3-67), press Double H's Action button. Double H pushes the switch below to raise the gate. As the gate rises, run across the gate platform (heading right) to its far side.





**3-67.** When Jade reaches the rightmost platform, have Double H press the gate switch to raise it, and then run across to find the secret room with the Ignis Ignifera. Raise the gate again and return to finish climbing to the duct.

When the gate platform stops, jump to the small entrance and proceed into the little room. Kick the rats out of your way and shoot the wall switch to extinguish the fire. See the odd, flame-like creature? Shoot a photo.

Now exit the room and have Double H raise the gate again. Run back across the gate platform and jump up to the next platform. Continue on to the round ventilation duct. Climb into the duct to proceed to the next room.

## TROLLEY ENTRANCE

Get ready to fight! Drop to the pipe below the duct, and then drop to the floor where an Alpha Cyclops robot stands guard. You must drive the Cyclops into the electrical barrier. (This barrier is the dead end you would have reached if you'd gone the other way.)



**3-68.** Smash this Trolley Entrance barrier so Double H can rejoin Jade.

When the Cyclops and barrier are destroyed, go down the corridor to the cabinet. Open it and nab the Set of Pods and the Meca-Impulser. Then hop up into the opening just to the right of the cabinet. Follow it to the next room.

## REJOIN DOUBLE H

Drop down and "scanalyze" (take a photo and analyze) the map on the wall to get the full 3-D layout of the Slaughterhouse in your own maps. Then follow the passage back to the Surveillance Room.



**3-69.** Push the box under the opening in the map room of the Trolley Entrance area. Be sure to "scanalyze" the map, too.

Double H jogs over to join you at the entrance. Before you go, activate his Super Action; he rams the nearest laser turret, knocking it out of commission! Ram the second one, too.

Now turn around and go back to the map room of the Trolley Entrance. You can't reach the high passage, so push the box under it—it takes two, but Double H automatically helps push. Then press your Action button to jump atop the box and access the passage.

Follow the passage back to the room where you knocked the Cyclops into the barrier. Before you send Double H smashing through the bars of the doorway, read the next section.



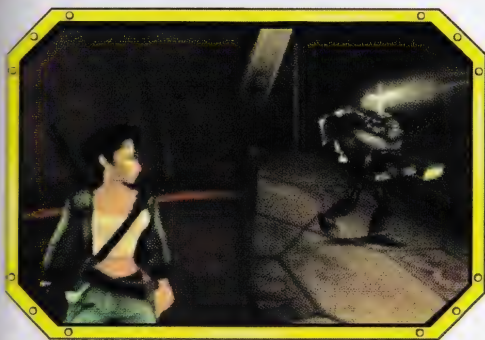
**3-70.** Send Double H through the barred door.

## USE THE DIVERSION

When Double H bashes through the barred door, an Alpha Section guard will come down to investigate. Hurry to the next corner but don't run around it yet. Quickly swing the camera around to see the guard walking down the ramp to check out the noise. He stops before reaching you and calls all clear, then turns his back toward you to trudge up the ramp. Nail his oxygen tank!



# OLD SLAUGHTERHOUSE



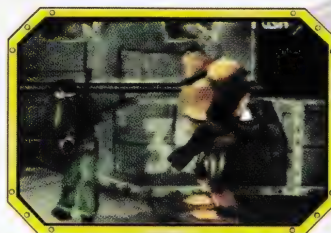
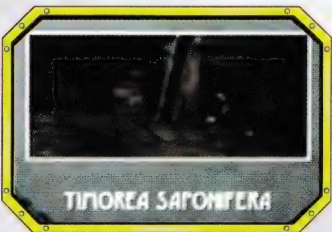
**3-71.** When this investigator turns back up the ramp, sling a disk into his oxygen tank.

## SHOOT THE BUBBLER

Before you finish off the guard, creep up to the top of the ramp and try to snap a photo of the blue bubbling entity (Timorea Saponifier) near the back of the room. It may duck behind boxes in the corner. If so, fire a disk to flush it out, then immediately snap a photo—that is, while in Gyrodisk/Camera view, punch Use then Action in quick succession.



**3-72.** Get a shot of the blue bubbling being near the trolley door.



**3-73.** Stand here and have Double H press the console button to produce a Helix Malvea. Get a photo of one for the Science Center.



Do it again, but this time try to shoot a photograph of the object, which happens to be a species of animal known as Helix Malvea. When you finally get a photo, proceed into the next room.

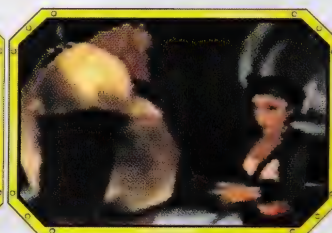
## PEARL ROOM

As you enter, three narrow ramps drop from the ceiling. Each deposits an XB-24 in your path. Use Double H's hammer blow to pop them up, and then bat annoying bots into the electrical barriers blocking both exit doorways. If you run out of XB-24s before the barriers are destroyed, just press the wall switch to bring down another squad of three robots.

One of the exit doorways actually has two barriers. After you knock XB-24s through both of these barriers and the room is clear of robots, go into the side room to nab a Pearl.

## DOUBLE KEY DOOR

The last XB-24 down leaves a Triangular Key behind. But you already have one, right? Ah, but check out the next door. It has two triangle locks! Scroll your inventory to the Triangular Keys (2), approach Double H, and press the Use button to give him one of the keys.



**3-74.** The next door requires two Triangular Keys used together. After you get another one from the last fallen XB-24, give it to Double H.

## CENTRAL HALL

Exit the trolley car and refill your stock of health items at the vending machine, if necessary.

## SHOOT THE HELIX

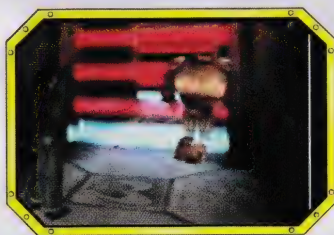
Turn around and stand next to the green console (marked "35"), facing the meat processor on the other side. Have Double H push the button on the console. Something white flashes past above the processor.



Now approach one of the triangle locks. Press your partner's Action button to send Double H to the other lock, then press your Action button to use your key at the same time he does. Follow the corridor to the laser barriers.

## LASER BARRIERS

Double H comments on his laser-proof armor. Send him to push the wall switch at the end of the hall to temporarily disable the red laser barriers (but not the blue ones). Follow him when the red lasers dissipate. (You have to dive over the blue lasers.) You have only a few seconds, so hurry. Repeat this process around the next two corners.



3-75. Send Double H to turn off the laser barriers, then hustle through before they reactivate.

## MISSION OBJECTIVE: TAKE THE REPORT PHOTOGRAPH

Ahead, two Alpha Sections stand guard in a room overlooking the Central Hall where a lot of transport activity seems to be transpiring. The guards have their backs to you, so try to nail both oxygen tanks. Chances are you'll disable only one guard, and be forced to fight the second one. Use your K-Bups, keep moving, and try to avoid his powerful hammer blows.

After you win the fight, clean out the lockers of items, then look out the picture window and snap the disturbing photo of tortured human captives rising up the transport tube.



3-76. Shoot a photo of the tortured captives through the big picture window overlooking the Central Hall.



## BACK TO THE HOVERCRAFT

You still need two more photos, one each from the other two vantage points overlooking Central Hall. Exit the observation room, turn right, and open the door. This lets you bypass the laser corridors.

Now return to the trolley and ride back to the Trolley Entrance area, then work your way back to the Surveillance Room. Go down the ramp and board the hovercraft.

Pull out from the dock and turn left down the waterway to reach the Interior Moats.

## INTERIOR MOATS

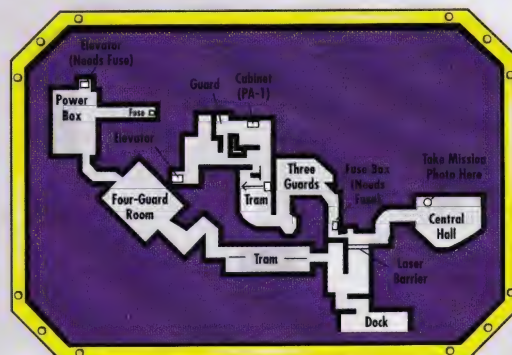
After the new game area loads, turn right and follow the moat as it curves left. Use your Jump button to hop over the low barrier, then take the first left and proceed to the facility access ramp (see 3-77). Climb the ramp and dock. Walk through the doorway to enter the North Wing.



3-77. Steer your hovercraft along the route shown here to reach the next landing stage—a ramp leading up to a small docking pond.

## TO OBSERVATION POINT TWO

Once again, we remind you that your ultimate goal in the Slaughterhouse is to reach three observation points and snap evidence photos for your report. Here's a look at the layout of the North Wing leading to the second observation point in the Central Hall:



North Wing to Central Hall: Level 2



# OLD SLAUGHTERHOUSE



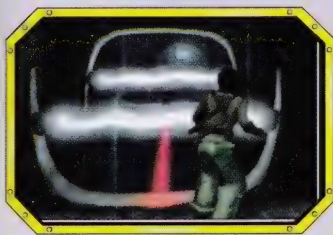
North Wing: Level 3

## NORTH WING

Stealth time! This infiltration is nerve-wracking fun. Check your map to see you enter the North Wing on Level 2 of the structure. Flatten against the dark wall and slide through the narrow, barely lit gap ahead. Double H can't make it, so you agree to meet up later. Proceed down the corridor to the left.

## TRAM WORK

You reach a tram landing. The tram platform is on the far side of the gap, and an Alpha Section stands on it with his back to you. Two electrical barriers stretch across the gap.



3-78. First nail the guard's tank, then hit the tram switch to bring the tram platform to your side.

Fire a disk into the Alpha's tank, then fire one at the tram switch just to the left. The tram travels to your side, knocking off the disabled guard. Step aboard and fire another disk at the tram switch, then quickly switch out of Gyrodisk aiming view so you can dive over the first barrier and duck under the second as the tram moves across the gap.

## FOUR GUARD ROOM

Move down the corridor to an open hall filled with water. Creep to the corner and move the camera to take a peek at what looks like an impassible room. Four Alpha Sections stand guard on low platforms overlooking the pool—one stationary guard, and three rotating in various patterns. Study their patterns.



3-79. Looks hopeless at first, doesn't it?



The near-right guard faces the right wall and doesn't move. He's no factor in your route.



The near-left guard rotates between two positions, from facing you to facing the left wall.

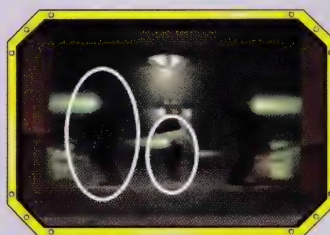


The guard in the middle rotates clockwise, turning completely around in quarter turns.



The back-right guard rotates between two positions, from facing you to facing the right wall.

First, creep up to the first raised walkway (extends all the way across the hall, left to right) and wait. When the near-right guard and the middle guard both turn to face the left wall (see 3-80), creep straight up the middle of the room past the first two guards and stop just before you reach the next raised walkway.



3-80. Start up the middle when the left-front and middle guards (circled) both face the left wall. Stop at the raised walkway.



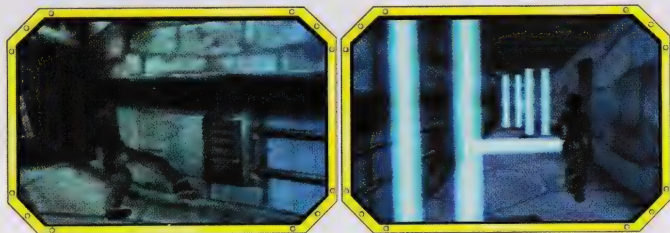
3-81. Wait until the last two guards both face the right wall (as here), then crawl over the walkway and creep from guard to guard.



Make the next three moves when the last two guards *both* turn to face the right wall. First, creep to the feet of the middle guard. Wait for the guards to face right, then creep to the last guard's feet. Wait again until both guards face right, then creep out of the room and proceed through the next sliding door.

## GET AN ELEVATOR FUSE

The elevator to the next level is on the blink—it's missing a fuse. You can find a fuse at the very end of the laser-guarded corridor to the right, but if you try to take it, you just get a painful shock.



**3-82.** Kick the power box then run through the lasers to nab the fuse at the end of the hall before the power comes back on.

Note the power cables running up the corridor wall from the active fuse box to a power box near the elevator. If Jade kicks the power box, the juice to the active fuse box shorts out for a few seconds—just barely long enough for you to sprint and dive past the laser barriers and nab the fuse from the box.

When you get the fuse, bring it back and put it in the fuse box next to the elevator. Now you can ride up to the next level.

## NORTH WING: UP TO LEVEL THREE

Exit the elevator into a room with two electrical barriers guarded by two Cyclops robots. These Cyclops have shields; when the shields are up, you can't hit the robots, nor can they hit you. Wait until the robot drops its shield to fire its laser, then attack. (You may take a shot or two, so keep health items ready to consume.) Knock each robot into one of the barriers.

Don't consume any health items *after* the fight, though. A PA-1 sits in the cabinet behind one barrier.

## CONVEYOR ROOM

Go to the balcony with the railing and turn right. When the sliding door opens (revealing the back of an Alpha Section) creep forward and check out the next room, where crates move down a conveyor belt. A Surveillance Module patrols up and down the walkway that runs toward a small storeroom to the right. In addition to the two Alpha guards, the walkway is lined with red mines.



**3-83.** Two guards, a Surveillance Module, and lots of mines. Looks like a cakewalk to us.



**Don't get caught in the Surveillance Module's searchlight!**

No problem, man. Wait until the drone's searchlight passes to your left, then creep down the walkway, slaloming through the mines to the storeroom. Snatch up the goodies there, then return the same way. Go back through the sliding doorway.

## BLUE-LIT PEARL ROOM

Ready for more scary stealth? Go through the other destroyed barrier to an intersection. Veer right to a mined balcony passage with a window view of unmarked shuttles taking off. Zing disks into the base of the mines to detonate them safely from a distance, then proceed along the balcony walkway and through the sliding door.



**3-84.** Move along this balcony with a view of the shuttle traffic outside. Careful! The next room features a quartet of guards.

The next room is heavily guarded. Crouch and move to the end of the low barrier, then check out the room. Four Alpha Sections! Note the two exits across the room—one a low, blue-lit passage on the left, and the other a normal door on the right. Your next goal is the blue-lit passage.



# OLD SLAUGHTERHOUSE



**3-85.** Follow the first pacing guard, then sneak behind the second one. When the first guard turns and paces back, slip behind him into the low blue-lit passage at left.

Stay down! When the nearest pacing guard turns away from you, creep along behind him to the end of the low barrier on the right and stop. Wait a moment until the second pacing guard turns away from you, then creep straight to the wall behind him (see 3-84). Wait another moment until the first guard turns and paces back, then slip behind him into the blue-lit room.



**3-86.** Here's your reward for such death-defying sneakiness: a Pearl.

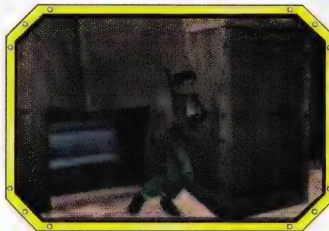
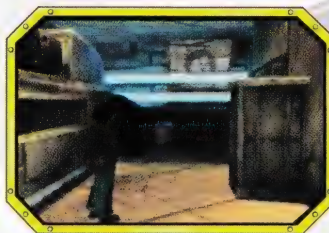
You also get a tasty, expeditious Starkos wafer from the cabinet. Now for some more stealth. Go back to the low entry passage and crouch.

Wait until the pacing guard you can see turns his back and heads away, then creep right around the corner to the left, following the second pacing guard. Duck through the doorway to the right, veer right, and get into shadow as soon as possible. Now go through the next sliding door.

## POWER BOX, FUSE BOX, AND BARRIER

Here's a tricky, fun little puzzle. Straight ahead, an electrical barrier blocks access to an elevator with a triangle switch. To move on, you must access that elevator, so your task is to deactivate the electrical barrier somehow.

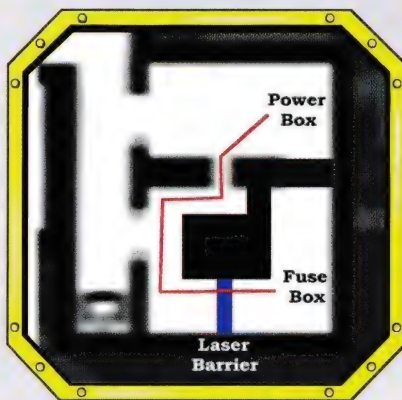
Turn left into the first room and find the power box on the side of the conveyor track. (We'll call this the Power Box Room.) If you kick this power box, electricity shorts out and the area loses power for a few seconds. Unfortunately, the room's door also slams shut, so you can't just rush out and run to the elevator.



**3-87.** Push the box on the right to reveal a connecting passage between this Power Box Room and the Fuse Box Room.

Go to Plan B, then. Push the tall crate on the right side of the room to reveal a low hole. Go through the hole and check out the next room. A fuse box glows with an active fuse, so we'll call it the Fuse Box Room.

Cables from the power box in the Power Box Room run through this fuse box and then feed the electrical barrier blocking the elevator. So if you remove this fuse, you deactivate the barrier. But of course you can't remove the fuse while power surges through it. So your task is to kick the power box in the Power Box Room then hustle through the hole into the Fuse Box Room and remove the fuse. (See the route in 3-88.)



**3-88.** Kick the power box to cut power. Then hustle along this route to nab the fuse before the power comes back on.

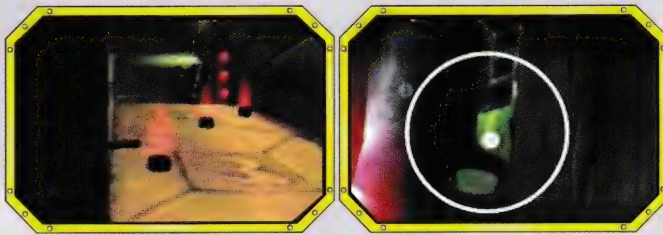
Easier said than done, of course. First of all, it's dark after you kick the power box! Second, the route to the fuse features three red mines and a low blue laser barrier to dive over. Detonate the mines beforehand by nailing their bases with Gyrodisk shots.

Once you grab the fuse, go back through the hole and out into the hall. Enter the elevator and press the switch to ride back down to Level 3.



## NORTH WING: BACK TO LEVEL TWO

Exit the elevator and follow the short corridor to the corner. A single Alpha Section stands guard on a platform in the next room. Sneak along the wall to the ramp, which is mined.



**3-89.** From the bottom of the ramp, zing a disk into the guard's tank.

Use your Gyrodisk and zoom in on his oxygen tank, then nail it. Run carefully up the ramp (avoiding the three red mines) and give him a kick to send him off.

For safety's sake, detonate the mines with disks. Then enter the treasure room at the ramp's top and clean it out. Don't miss the PA-1 in the cabinet!

Exit and go down the ramp. Turn left, then right, crawling through the low passage.

### TRAM RIDE

Crouch and move along the low wall. See the Alpha Section guard on the platform across the gap? Fire a disk into his oxygen tank, then shoot one into the nearby wall switch to send over the tram. Climb aboard, shoot the switch again, then duck under the electrical barrier as the tram moves across the gap.

### CIRCLING GUARDS

The next room features two Alpha Sections circling a pair of tall pipes, with a third Alpha standing guard at the far end of the room. Wait until the next pacer passes and the far guard is turned away, then sneak across to the low barrier and move to its far end. When the next guard passes, follow him (see 3-90) to the pipe platform, then when the non-pacing guard turns away, creep straight across to the left side of the tall pillar.



**3-90.** Follow one of the pacing guards across the room to the pillar (spot circled).



**3-91.** At the pillar, be sure the non-pacing guard is turned away (as here) before you sneak to the exit door.

Wait until the non-pacing guard rotates away from you, then creep across to the doorway.

### DOOR FUSE

The next automatic door isn't so automatic—it needs a fuse. Fortunately, you have one. Put it in the fuse box. The door opens just enough for you to crouch through, then slams shut behind you. Guess who's waiting for Jade?

Double H says you must be close, and he's right. Go left past the red laser barrier into the Central Hall.

## CENTRAL HALL

Climb up the ledge. Uh oh! Two Alpha Sections are stationed up a ramp to the left, and one more stands dead ahead. All have their backs to you for now, but you can get only one good disk shot into an oxygen tank before the remaining two turn and pursue.



**3-92.** Two guards stand at the top of the ramp overlooking the Central Hall. Save them for last.

### TEAM UP ON THE GUARDS

Best bet: Sneak up on the lone guard first. Kick his oxygen tank once to disable him, then kick again to finish him off. You have time to prepare for the other two Alphas who come to investigate. As they approach, trigger Double H's ramming attack.

When Double H rams a target, the Alpha is temporarily distracted, so jump right in and start whacking away. If you can get just one hit past an Alpha's shield, you can knock him back on his heels and get in several more unblocked blows. Keep up Double H's ramming attacks, following up immediately with Jade.



# OLD SLAUGHTERHOUSE

## MISSION OBJECTIVE: PHOTOGRAPH THE HUMAN TRAFFICKING

Once you defeat the Alpha Sections, walk to the top of a ramp and look across the Central Hall at the landing pad. Shuttles from the Nutripils Factory deliver human cargo. Take a zoomed-in photo of the human traffic being transported in isobaric crates for shipment to the Moon. Two shots down, one to go for your report.



**3-93.** Look across at the shuttle-landing platform and take the mission objective photo of humans shipped off in crates.

## BACK TO THE HOVERCRAFT

Off to the third observation point! To get back to the hovercraft, climb the ledge and return to the North Wing. (Note: Double H will give you directions if you get off the right track.) Push the wall switch to turn off the red laser barrier and climb the ramp. Turn left at the top and bingo, you're back to the craft.



**3-94.** The hovercraft is just a short distance away from the Central Hall where you took your photo.

Board and drive over the waterfall dead ahead to return to the water below. Turn right and proceed down the moat.

## BIG MINE ENTRANCE

Follow the moat straightaway to the next curve, keeping out of the drone's searchlight. Turn to see the entrance into a central channel blocked by two big Defense Mines. Push a nearby floating box into one of them to clear a path.



**3-95.** Big Defense Mines block the two entrances to the central channel.



**3-96.** Push a box into one of the Defense Mines to clear an opening into the central channel...which is infested with Tracking Mines. Blast away!



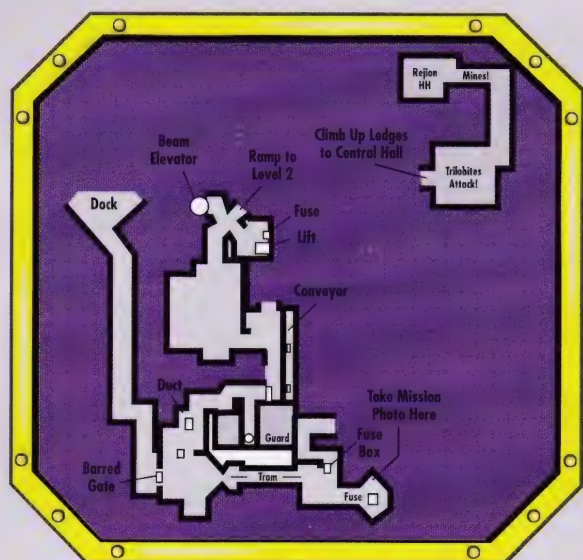
The central channel is literally choked with Tracking Mines. Use your cannon's targeting lock mode (hold down the Action button and then release) to clear a path and pick your way carefully through the gap.

Whew! Dock and replenish whatever you need at the K-Bups vending machine. Then proceed into the lower level of the East Wing.

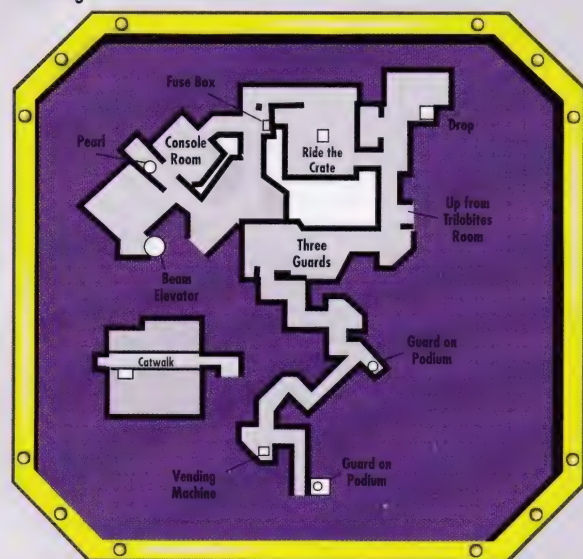


## TO OBSERVATION POINT THREE

And yet again, we remind you that your ultimate goal in the Slaughterhouse is to reach three observation points and snap evidence photos for your report. Here's a look at the layout of the East Wing leading to the third observation point in the Central Hall:



East Wing to Central Hall: Level 1



East Wing: Level 2

## EAST WING: LEVEL ONE

The next door is barred, and a single Alpha Section guards the room beyond. Press your partner's Action button. Double H rams through the bars—and nails the guard, too. Enter the room.



**3-97.** Send Double H through the barred door to take out the Alpha guard for you. Then find and kick in the ventilation duct.

Go left to get around the blue laser barrier and give the guard a good kick. Do the same to the power box on the wall to disable the electrical barrier for a few seconds if you want access to the Mdisk reader in the alcove. Once you get in, use Double H's special action to ram the box again to get back out.

### TIMED DOOR

A tram runs on the other side of a nearby red laser barrier, but you can't reach it yet. Instead, go back through the open doorway and climb the ladder to the ventilation duct. Kick the grate open and enter. Continue to the next duct grate and kick that one open, too.

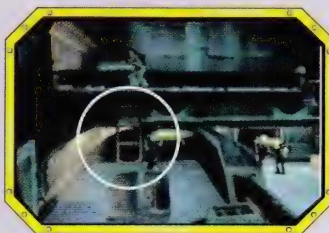


**3-98.** Fire a disk into the switch (circled, right) to open the timed door on the left.

Drop to the floor and proceed to the opening of the next room. Another single Alpha stands guard, rotating side to side, generously exposing his oxygen tank for your Gyrodisk glove. Nail him and then stand near the next door. Fire a disk into the wall switch down where the guard was standing to open the door for a few seconds. Walk on through.

### VAT ROOM

Move along the conveyor belt to a ramp leading up to an opening. Veer left of the ramp to find a cabinet with two Boost capsules. Take them and proceed up the ramp. Cross the catwalk (passing over several Alpha Sections below) until the camera view switches to the side and you see a ladder beneath Jade.



**3-99.** Drop down via the ladder (circled) when the Alpha Section across the room turns away.



# OLD SLAUGHTERHOUSE

Wait until the Alpha Section guard on the left half of the room faces away, then drop down from the ladder to the floor, crouching immediately upon landing. Creep to the next box when the guard rotates away again, then to the railing to the other right half of the room.



**3-100.** Sneak down the ramp and creep from vat to vat.

By now you should be getting awfully proficient at sneaking around. Sneak from vat to vat on the lower part of the room, moving only when the two guards are turned away. When you reach the right side of the box on the room's far side, wait for the right moment (both Alphas turned away) and squeeze past the doorway guard.



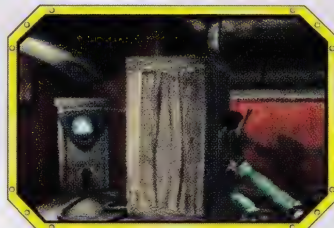
Careful! It's a tight fit past the doorway Alpha guard in the vat room.

You come to an intersection where you can go three different directions—up the zigzag ramp straight ahead, into the blue beam elevator to the left, or into the orange-lit room to the right. Ultimately, you need what's in the orange-lit room in order to proceed, so let's go there first.

## LIFT/FUSE PUZZLE

Walk onto the lift platform. Press the switch and ride the lift down to the damp floor below, where you see a fuse sparking in a fuse box next to the lift's power box.

Now, because we're a strategy guide, we happen to know that you'll need another fuse soon. In fact, you need *this* fuse. (It's the only one available.) You can kick the lift's power box to temporarily short out the electrical flow and then nab the fuse from the fuse box. Unfortunately, once you take the fuse, the lift platform doesn't work, so you can't get back up.



**3-101.** Smash the Materia crate (far right) so you can get on that side of the tall box and push it onto the lift platform (left).



**3-102.** Ride the lift down and kick the power box (left) so you can get the fuse from the fuse box (right).



**3-103.** Once you get the fuse, climb back up using the tall box.

Here's the solution: Ride back up to the top. If you haven't already done so, kick the Materia crate next to the tall wooden box to gather its crystals and, more importantly, to get it out of the way. Then push the tall box onto the lift platform.

Ride the lift back down, kick the power box, and quickly pluck the fuse from the fuse box. Then approach the tall wooden box and press the Action button to jump atop it.

Now head across the intersection into the blue beam elevator and ride it up to Level 2.



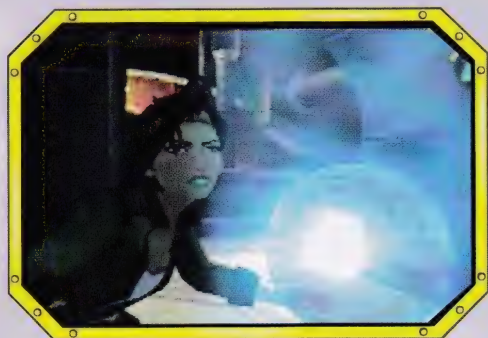
**3-104.** Ride the blue beam elevator up to the next level.



## EAST WING: LEVEL TWO? (PEARL)

Your first challenge up here is, yes, more Alpha Section guards—two in the first room. Wait until the circling guard passes then slip out when the rotating guard turns away from you. Sneak past him on the right side and head straight for the far doorway.

Turn left. Jackpot! You get a Pearl and a couple of Materia crystal crates. There's also an Mdisk reader if you want to save your game.



**3-105.** A Pearl is stashed just beyond the first room after the elevator.

### QUICK WORK

Just one Alpha Section soldier stands guard in the next room. He rotates side to side, making his oxygen tank a nice, juicy target. But you have to work fast, because the two guards from the other room may come running in to investigate when you nail him.



**3-106.** Move through this console room, eliminating its guard and continuing out to the ramp.

Creep to either side of the console in the center of the room and shoot the lone guard's tank with a disk when he turns away from you. Run to him for a swift kick, then hustle down the hallway behind and flatten up against the right wall to avoid a confrontation with the investigating guards.

### TOP OF THE RAMP (FUSE)

When any threat ends, use the wall switch to shut off the red laser barrier and move into the next area (see 3-106). This is actually the top of the ramp that leads down to the beam elevator and lift platform room where you found the fuse! And here's where you use the fuse.



Before you load the fuse box and move on, go down the ramp and gather Materia crystals from crates along the ramp.



**3-107.** The beam elevator route funnels you right out to the top of the ramp. Put the fuse in the empty fuse box to power up the bypass door.

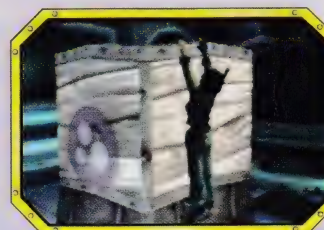
Put the fuse in the blue sparking fuse box. This powers up a low bypass door (marked with the number 10). Press the switch on the door to open it. Crouch and crawl through.



**3-108.** Shuttles unload cargo crates at a landing pad.

### CARGO TRANSFER DOCK (SECRET AREA)

You emerge into an open outdoor area with shuttles landing and unloading cargo. Crates roll down a conveyor belt; one huge crane arm transfers each crate to the dock platform, then a second crane picks it up from the platform and moves it to a second conveyor belt. You can find a clever little secret area here.



**3-109.** Jump and grab the edge of a crate and ride it over to the second conveyor. Then drop into the secret area.



Approach a crate as it sits on the platform, waiting to be moved to the second belt. Hop up and grab any edge of the crate. Hang on while the crane arm lifts the crate (and you) into place over the second conveyor belt. Press the Action button to "unhook" yourself—that is, to drop. (Note: The crate hangs there over the belt until you let go.)



## OLD SLAUGHTERHOUSE



It doesn't matter which side of the crate you grab. The crane arm automatically rotates the crate so you can drop into the secret area.

You drop into a narrow area on the other side of the second conveyor belt. Walk down a short ramp into a watery trench, crouch, and go down a low passage that runs underneath the conveyor belt.



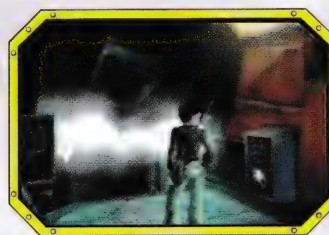
**3-110.** Crouch down the low passage to a stash of good stuff.

You end up in an alcove with several Materia crystal crates and a cabinet with some Boost capsules. Scoop up these goodies and return down the low passage. Turn right and use the switch to turn off the red laser barrier. Crouch and proceed through another low duct. You emerge back on the loading platform near a door.

Go through the door to continue searching for the third observation point.

### KICK THE CURRENT

Turn left and go through the next sliding door. You reach a platform with an electrical barrier at its edge. Kick the power box (see 3-111) to short out the current for a moment. Then quickly drop down off the edge of the platform onto the box below, and hop down to the ground.



**3-111.** Kick the power box to stop the electrical current, and then drop down off the platform.

Jade rejoins Double H, who reiterates that you must find a passage to the Central Hall. Use your Gyrodisk glove to detonate the mines in the passage ahead, then proceed to the next room.

### TRILOBITE FRENZY!

Step into the middle of the big storage room to trigger a seemingly endless attack of spiky, stinging creatures called Trilobite Saltans. You should already have a photo of one for the Science Center, but if not, take one now—then start making them an endangered species.



**3-112.** Waves of cuddly Trilobites try to whip their cute little tails into your throat. Kill them all.

Wave after wave comes at you. Just keep fighting. You have no choice, because you cannot exit this room until you can get "special action" help from Double H. And you can't get *that* until every last Trilobite is exterminated. Keep fighting (and consuming health items if necessary) until the assault finally subsides.

### DOUBLE H LENDS A HEAD

When things finally calm down, clean out the room of its Materia crates. Hop up the ledges until Jade hangs just underneath the electrical barrier. Then trigger Double H's special ramming action. He runs headlong into the power box in the room below, which halts the electrical current to the barrier for a moment. Pull yourself up past the barrier and continue on to the next room.

More Alpha Sections stand guard here. Creep to the first pillar and wait until the pacing guard turns to head back away from you. Follow him across the room then peel off to the left up the corridor. Continue around the corner to a new area.

## CENTRAL HALL

Getting close now. Move to the next corner and peek around to see what's ahead.



## SOLDIERS ON PODIUMS MAKE EASY TARGETS

An Alpha soldier stands guard on a podium. You can see enough of his oxygen tanks to take a Gyrodisk shot and disable him. Then run down the walkway and press the wall switch to turn off the laser barrier over the next doorway.



**3-113.** Launch some tank shots at the Alpha Sections standing guard on the loading area platforms in the Central Hall.

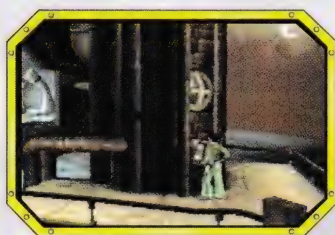
Proceed through the door and follow the hall to a K-Bups vending machine and more Materia crates. Partake of both, then move carefully down the hall to the next corner.

Another Alpha guard stands on a podium. This fellow rotates side to side. Wait for the right moment then shoot his oxygen tank. Again, move down the walkway, press the wall switch to disable the next laser barrier, and proceed through the doorway. Continue down the ramps.

## CLEAR THE FINAL PLATFORM

You pass an empty fuse box connected to a wall switch that, with no fuse, has no power. We'll fix that in a minute. But first, move to the next corner and peek around to see two last Alpha Sections guarding the platform where you can take the final mission photograph.

Both guards rotate toward and away from you. If you're quick enough with your Gyrodisk glove, you can avoid a tough fight. Shoot the oxygen tank of the guard on the left. The guard on the right runs over to help fix his partner's problem. As he does so, he turns his back to you. Nail his tank too!



**3-116.** Here's the exit tunnel from the Interior Moats to the Surveillance Room.

Now jog over to the platform, diving over the blue laser barrier. Kick both guards to send them off, then take the fuse from the front of the central pillar on the platform.

## MISSION OBJECTIVE: PHOTOGRAPH THE DOMZ SARCOPHAGI

Walk around to either end of the platform and take a photo of the DomZ Sarcophagi in incubation capsules—proof positive of the DomZ control over the Alpha Sections and all the human trafficking.



**3-115.** Photograph the three DomZ Sarcophagi containers in the Central Hall to wrap up your report.

## RETURN TO THE HOVERCRAFT

Time to head back home. Go to the empty fusebox and insert the fuse you just plucked from the pillar. Press the switch (now lit) next to it to open a low bypass door. Crawl through, gather the Materia crystals from the crates, then turn off the red laser barrier.

Step onto the tram and press the activation switch. You ride back to the East Wing entry area and meet up with Double H. Retrace your route back to the Interior Moats area. Hop in the hovercraft.



**3-116.** Here's the exit tunnel from the Interior Moats to the Surveillance Room.

Blast your way through the Tracking Mines to get down the central channel. Exit the far end, turn either way, and proceed the long length of the moat until you find the exit tunnel on the outer wall that leads back to the Surveillance Room area. (It's narrow and nondescript, so watch for it! See 3-116.)

## ENTRANCE GATE CODE

Go straight past the waterfall on your left and follow the curve around to a ramp leading up to a grate. Gun your engine and slam right through the grate! Turn left and proceed to the Slaughterhouse Entrance.



## OLD SLAUGHTERHOUSE



**3-117.** Dock by the gate, photograph the photonic code display, and send it to the governor. Soon she sends an email with the code.

You end up at the gate you opened long ago. To exit, you must get a gate code. Dock the hovercraft at the small platform on the right, and then shoot a photo of the photonic code display just to the right of the gate. Send the photo to the governor, who soon sends an email with the code (Code 4). Enter it in the display to open the gate. Freedom!

## EXTERIOR MOATS AND RACES

Well, almost, anyway. You still have a way to go. Blast the Tracking Mines in your path and proceed into the small reservoir. Take the exit passage on the left to ride a chute out to the exterior entrance to Races 3 and 4. Exit into the Hillys Bay.

## DOMZ SEA MONSTER ATTACK!

As you head back to the City, another DomZ "sea monster" suddenly attacks the Bay. Chase him using your cannon's targeting lock mode by holding down the Action button then releasing three powerful tracking blasts. Watch out for the laser barrier—the beast likes to dodge back and forth over it, trying to lure you into damaging your craft with inadvertent collisions with the barrier.

After you destroy the serpent's head segment, pick up the Pearl it leaves behind. Then return to the Akuda Bar in the Pedestrian District. Note that even more anti-Alpha protesters throng throughout the district. And even more Alpha Sections stand guard in the streets.

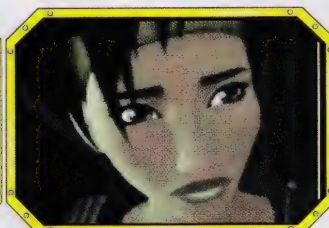
## IRIS DEN: AFTERMATH

When Jade and Double H return to IRIS HQ, they meet a surprise visitor—the governor of Hillys. She thanks them in the name of Hillys for their valuable work in exposing the Alpha Sections. She also hands over a copy of the Star Key necessary for access to the area off Fountain Square cordoned off by the Alpha Sections.



**3-118.** The governor of Hillys congratulates Jade and Double H for a job well done. Then she gives Jade a Star Key.

Then comes surprise number two. The radio barks to life with a call from the local IRIS Section Leader—a very familiar voice indeed. Everyone is stunned to learn that the mysterious chief of the Hillys resistance effort is none other than Jade's Uncle Pey'j. In distress, he calls out a message for Jade: "Read the Mdisk I gave you and find the ship!"



**3-119.** A crackling radio voice from the moon jolts everyone with a new realization: Pey'j is the IRIS Section Leader for Hillys! Then Hahn lays out the next mission, a lunar one.

Jade reports on Pey'j's Mdisk message regarding his spacecraft, the *Beluga*. Hahn and the others agree that this is a crucial new development, and quickly construe a new plan—find the ship, fly to the moon, complete the report, and use the enemy's own long-range transmitter to broadcast the report back to the Hillys population.



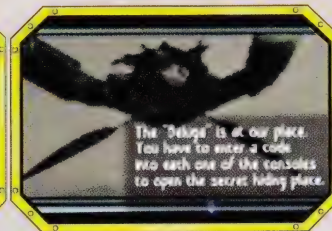
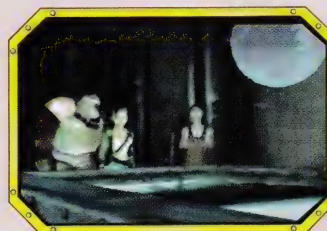
# PART

# FOUR

# SELENE

And so the plot thickens. Pey'j is chief of the Hillys IRIS Network! In this fourth and final part of the game, Jade must find and repair the Beluga spaceship, then head off to the moon of Hillys to document and broadcast one last report—then descend into the DomZ heart of darkness for a final confrontation.

Before you leave Hillys, however, you can find a couple more bonus areas replete with treasure.



4-1. The new operational plan calls for a new mode of transportation.

## PEDESTRIAN DISTRICT

Jade needs a heap of Pearls to make her final two purchases at Mammago Garage. Start boosting your Pearl stash right here in the den, then move out into the city to use the governor's gift. Later, when your "ride" gets more airborne, you can explore one last trove of treasure out in the bay.

### ITEMS AVAILABLE

Pearls  
Newsletter Mdisk (Issue 514)

### ENEMIES

Alpha Sections  
Laser Turrets

### PRIMARY OBJECTIVES

Use the Star Key to access Alpha Sections HQ.  
Raid the Alpha Sections treasury.

## JADE'S PATH

Let's start enriching ourselves, shall we?

### IRIS DEN/AKUDA BAR

Go into the back room and take a donation of 12 Pearls from the latest Hillyan contributions. Then exit to the bar and play Francis at Pallets to win another Pearl. (This is optional, and Francis is a much better player now.) Exit the Akuda Bar and go down to the Fountain Square area of the Pedestrian District.



4-2. Francis is willing to bet another Pearl against you in Pallets. Warning: He's much improved.

Approach the burning building with the red laser barrier at the back of the Fountain Square area. Use the Star Key on the switch, then enter the structure.

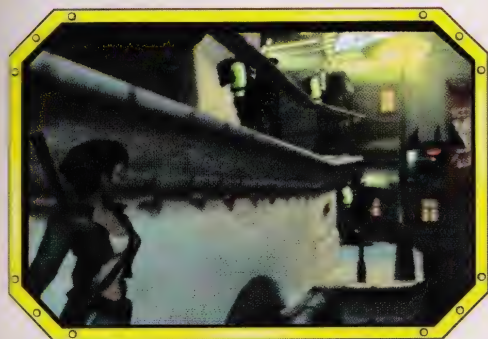
### BONUS: ALPHA SECTIONS HQ

As you enter, Double H says, "Whatever you do, don't let them see you. They will have no pity." Sounds like a setup for a stealth mission, doesn't it? And sure enough, that's what lies ahead. Call down the elevator then use Double H to send you up. Jade is on her own again.



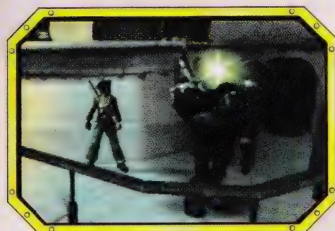


**Jade has no opportunity for disabling shots to the oxygen tank in this mission. Too many Alpha Sections roam the area.**



**4-3.** As you might expect, the Alpha HQ district is heavily guarded.

Creep around the first corner and under the walk-bridge. Flatten against the wall and slide towards the far platform where the guard stands with his back to you. Keep sliding sideways right past him! At the ladder pull yourself up to the next level.



**4-4.** Slide sideways right behind the first Alpha Section guard.

Crouch and wait until the guard pacing on the upper level turns away, then follow him to the alcove on the right and duck into the shadows. Wait until he turns and passes you on the way back, then slink around the corner and creep to the next ladder. Haul yourself up and duck around the corner out of sight.



**4-5.** Slip behind guards and look for ladders as you scale buildings in the first part of the mission.



Jump and hang on the next ladder just around the corner (next to the orange window), but pull yourself up only after the patrolling Alpha guard up on the next level turns his back and marches away. Crawl into the dark space under the curved pipes directly ahead of you. Wait until the next pacing Alpha guard turns away, then crawl straight ahead to the next pipe curve.



**4-6.** Hide under curved pipes to escape detection.

Sneak across behind the next guard and climb the next ladder, then crouch and move across the pipes. When you reach the big gap, wait until the guard below passes and then make the big leap across.



**4-7.** Leap across the gap from the pipe to the next roof. (It doesn't look possible, but Jade can do it!)

## LEAP OF FAITH

Now comes a counterintuitive move. Wait until the rotating Alpha guard on the next balcony turns away, then rush around the corner and run straight towards him! Jade takes a flying leap off the roof and grabs the balcony, hanging just under the fellow's feet. Wow! You gotta love this girl.



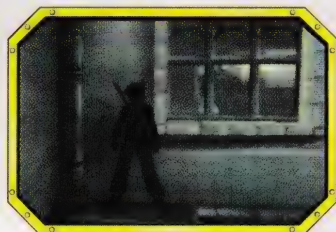
**4-8.** Take a running jump right at those guys when the near one turns away.

Wait until he rotates away again, then climb up and creep around his right side. Continue past the second guard behind him, sticking close to that right wall. Round the corner and climb all the way up to flatten yourself just left of the window.



## WINDOW SLIDE

These windows are clear, so the Alpha Section inside can see Jade if she slides past windows when he's pacing in her direction. Wait and slide, be patient—you've come too far to let this guy blow your cover. Slide carefully around two corners to the doorway.



4-9. The windows on the upper level are clear, so slide only when the coast is clear!

At the doorway, wait until he passes and walks away from you, then crouch and crawl straight to the door switch inside. Important: Stealth fails you here! The moment you use the door switch, the guard hears you and will call an alert in a second or two. So press the Acceleration button and run like a mad hare through the doorway!

## EAST DISTRICT

Pearls! Lots of them! Ten, to be exact. Here's your reward for being such a good sneak. Take the Pearls and exit via the door with the Square Key switch. Do a forward roll over the first low barrier. When you dive over the second one, you trigger the appearance of the Alpha Section commander, General Kehck, and a goon squad. Run!



4-10. General Kehck wants your hide—and seems more than willing to let you go to "lead us to an even larger prize."

Sprint full speed toward the camera, dodging explosions and forward rolling over obstacles. At one point the action switches to slow motion. Don't stop moving! You still have control of Jade. When the action speeds up again, you are now side-scrolling, running to the left. At the building's edge, have Jade turn right and run away from the camera. Keep dodging and rolling, and eventually Jade makes an almost superhuman leap to Double H's outstretched hand.

Now sit back and watch the final cinematic. Whew! Jade and Double H end up back on the street just outside the Akuda Bar. Head over to Ming Tzu's Shop to pick up the latest issue of the IRIS newsletter.

Now go to the hovercraft and pilot it home to Lighthouse Island.

## LIGHTHOUSE ISLAND

Let's find that *Beluga* spacecraft. Pey'j has left several clues to its whereabouts. Arrive and dock in the Hangar area.

### ITEMS AVAILABLE

Mdisk

Flight Stabilizer

### PRIMARY OBJECTIVES

Use the hidden consoles to open secret area.

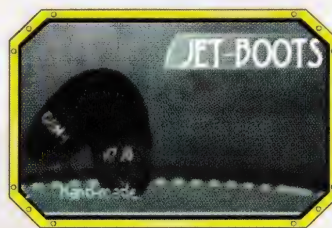
Find vital parts for *Beluga*.

## JADE'S PATH

Go to the top of the stairs and veer right. Approach the bulletin board on the back wall and press the Action button to reveal a hidden console. Pey'j's Mdisk message directed Jade to "enter a code into each one of the consoles to open the secret hiding place."

## BOOT CODE

But what are the codes? Pey'j doesn't say on the disk, but the last image of the message is a curious one—a sketch of Pey'j's Jet Boots! And if you talk to Double H, he mentions this as well.



4-11. Find the codes for both Lighthouse consoles on the bottom of Pey'j's Jet Boots in your S-A-C.

Remember that Jade has the boots in her possession now. Open up your S-A-C, highlight the Jet Boots, and then press the Info button. Rotate the boots so you can see their bottom. Aha! Two four-digit code numbers are engraved on the soles. Write them down, because they change from game to game, so we can't give you the code here.

Exit the S-A-C and enter one of the codes into the code console. If it doesn't work, enter the other one. One will give you the "Correct Code" response. Then exit the Hangar area and go to The Lighthouse.



## THE LIGHTHOUSE: FIRST FLOOR

Go upstairs to the children's bedroom and push the bulletin board on the wall to reveal another console. Enter the other code into the console. Double H says, "Now we can go open the door in the Hangar." Sounds like a good plan. Go back to the Hangar.

## HANGAR

Return to the console. A red button is now visible. Push it to open the secret chamber. The *Beluga*—what a beauty! The only problem is, it doesn't fly...yet. Enter the newly revealed area and approach the work desk. Take both the Mdisk (labeled "Beluga Check-up") and the nearby Flight Stabilizer.



4-12. When you enter both codes correctly, a red button appears in the Hangar console. Press it to reveal the secret *Beluga* hiding place.

Go to the Mdisk reader in Pey'j's Workshop and play the new Mdisk. On the first screen, in red, you see a note that the Flight Stabilizers are missing. Note the plural—you have one Flight Stabilizer, but apparently, the *Beluga* requires two of them. Pey'j reminds himself to pick up another one at Mammago Garage.



4-13. Read the Mdisk from the work desk and pick up the Flight Stabilizer. You need a second one for flight.

The next page points out that the *Beluga* has no Stellar Motor, and thus cannot fly into space yet. You'll need one of those too. You can bet they're expensive, however. Return to the Hangar and hop in the hovercraft. Let's go visit our favorite rhinos.

## MAMMAGO GARAGE

Time to lavish some Pearls on the good Mammago brothers. You need both a Flight Stabilizer and a Stellar Motor, but you can afford only the former item right now. Spend the 20 Pearls for the Flight Stabilizer.



4-14. Buy the Flight Stabilizer for 20 Pearls at Mammago Garage.

Do two other quick things before you go. First, ask Hal: "Can we land a ship at your place?" He points out the platform on the roof. Second, head to the vending machine in the back room and pick up a few more "Set of Pods" kits.

Now exit and return to the Lighthouse. Hey, what's going on there?



4-15. Things don't look too good back at the old home-  
stead...



## LIGHTHOUSE ISLAND

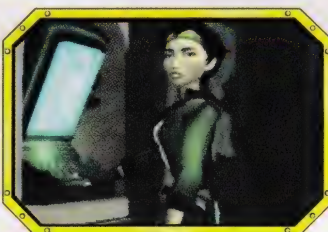
**Bad news for Jade—the Alpha Sections have wrought their vengeance. The Lighthouse has been destroyed!**

### LIGHTHOUSE: INTERIOR

Run into the building and climb the ramp to the ruins of the first floor. The kids are gone! Walk into their shattered bedroom to trigger a cinematic sequence.



**4-16.** Jade is wracked with grief and guilt, but Double H reminds her that the show must go on. And so...



Jade is despondent, but Double H assures her they're still alive—Pey'j, the kids, and others. And it's up to you to save them all. When you regain control of Jade, she is standing at the console in the bedroom. Re-enter the code. (It's stored in the console, so just select it instead of entering each digit.)

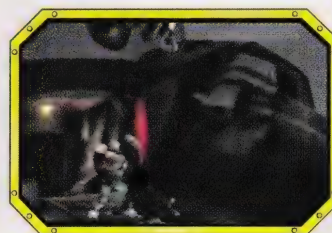
Before you go back downstairs, find the two-legged otter (Lutra Erecta) waddling around in circles on the landing. Snap its photo and send it in to the Science Center. Then exit the Lighthouse, ready to fight. We suggest you get your K-Bups ready by scrolling to them in the Use inventory slot.



**4-17.** Snap a photo of the poor, disoriented otter still running circles. You can always use a little extra cash.

### FIGHT THE FLYERS

One of those bug-eyed Surveillance Robots suddenly attacks as you emerge from the ruined structure. Remember that its weak points are those green "eyes" (propellant tanks), so nail them with disk shots. When the first one is destroyed, two more appear. When those go down, two more after that. You fight a total of five.



**4-18.** Sling disks into the green "eyes" of the attacking Surveillance Robots.

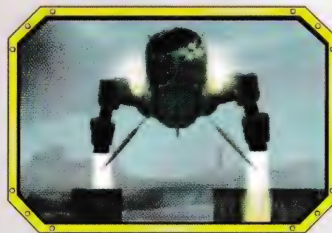
Keep moving! Don't fire more than a few disks at a time before you run again. If you stay stationary too long, the Surveillance Robots draw a good bead and can really punish you.

### HANGAR

After the fight, go down to the Hangar and press the red button on the console again. Go to the *Beluga* spacecraft and place the Flight Stabilizers in the designated boxes, one on each landing strut. Then approach the boarding ramp near the back of the platform and press the Action button to board the ship.



**4-19.** Put a Flight Stabilizer in the box (circled) on each one of the *Beluga's* two struts.



**4-20.** And off you go!

Watch the cinematic until the screen prompts you to press the button indicated on-screen to connect the hovercraft to the ship, and then do so. Now let's investigate the tales of treasure in the old volcano.



## BLACK ISLE VOLCANO

Remember your first conversation with Mo the bartender at the Akuda Bar? He seemed pretty certain that a substantial amount of treasure could be found via the crater of the old volcano on Black Isle. Now that we've got a way to get up there, let's go check it out.



4-21. Here's the route from the Lighthouse to the Black Isle volcano.

## ITEMS AVAILABLE

Pearls

Materia crystals

## ENEMIES

DomZ Serpent Monster

Crochax Velox

NEW ANIMAL SPECIES  
TO PHOTOGRAPH

Aurelia Magnificens

Megaptera Purpurea

Manta Magnificens

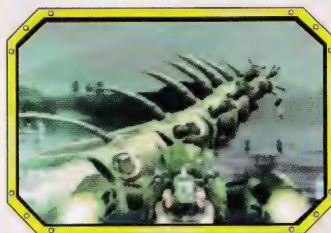
## PRIMARY OBJECTIVES

Destroy the DomZ serpent monster.

Find the legendary volcano treasure.

DOMZ MONSTER  
ATTACK!

As you approach Black Isle, the general alarm sounds and another DomZ serpent monster attacks. This one dips down to water level then soars up into the air. Get on its tail and use your Neutralizing Cannon, holding down the Action button to get a targeting lock and then releasing to fire multiple tracking shots.



4-22. Gun down the DomZ serpent monster!

After you destroy the monster, be sure to swing around and pick up the Pearl it leaves behind. Then switch to compass view and set your course for the Black Isle compass marker.

Look off to the left as you get closer to Black Isle. Another magnificent manta-flyer glides over the landscape—in fact, its name is Manta Magnificens. Snap a photo for the Science Center.

## CRATER BASIN LANDING

Fly straight down into the crater lake atop the Black Isle volcano. As you near the water, drop the hovercraft from the Beluga. The Beluga will now circle the spot where the craft separated until you return.



4-23. Fly right into the volcano's crater basin and drop the hovercraft on the water.



4-24. After you drop the hovercraft, the Beluga circles the spot until you return.



Steer the hovercraft to the cave opening in the crater wall. The game loads a new area: "Volcano's Treasure." We certainly like the sound of that.

## SHOOT THE WALL BLOB

Dock and disembark. Grab the goods (including a valuable Meca-Impulser) from the cabinet at the right end of the dock. Photograph the big glowing protrusion of matter (Aurelia Magnificens) on the wall and send it back to the Science Center. You can also shoot the Astacus Erectus if you haven't already. Then enter the tunnel opening.



4-25. That translucent wall blob is actually an animal species you haven't seen before. Get a shot.

## FUN WITH FUNGUS

Hop up the ledges to reach the platform. Approach the raised gangway—no way to lower it from here—and turn left. Leap across the gap, then flatten against the wall (Double H can't follow) and slide along the narrow ledge to reach the other side of the gangway.



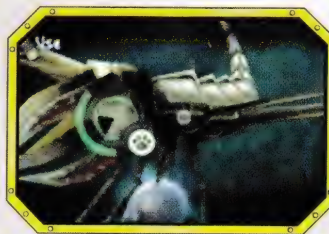
4-26. Bat the Lycoperdon to knock down the gangway.

Aha! A Lycoperdon is on the other side. You've done this a few times, so you know what's next. Get on the far side of the Lycoperdon, facing the raised ramp. Trigger Double H's Super Action hammer slam, which causes the mushroom to pop up. Then attack with Jade to bat the mushroom into the gangway, knocking it down. Now Double H can rejoin you.

## FLIGHT OF THREE

Proceed down the cavern. You reach an overlook where you can see Crochax with Pearls up ahead. Hop down and leap

across the chasm to attack them. Three Crochax fight back. Whack them to insectile heaven and take their three Pearls. Consume health items if necessary.

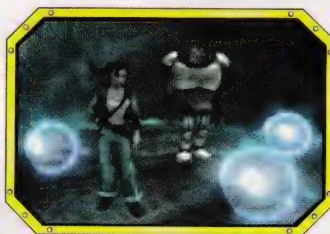
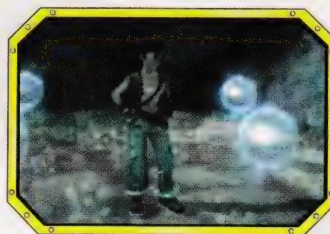


4-27. Yes, Crochax are incredibly ugly and brutal. But those Pearls they carry are awfully gorgeous.

## LEFT FORK

You can go two different directions. Take the left path, hopping across to the landing and bashing the big Materia deposit to scoop up the crystals. Then hop to the next plateau for another Crochax battle. This time you defeat a lone bug and take its Pearl. Proceed to the end of the plateau and bat the Lycoperdon to knock down the gangway across the chasm.

Backtrack across the plateau. Be on the alert. Two more Pearl-bearing Crochax attack at the spot where you just defeated the single flyer. Swat the big pests and take their Pearls. Then go back to the "intersection" platform and take the other path.

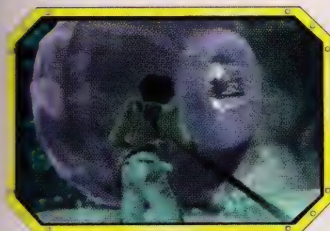


4-28. Pearls to the left, Pearls to the right. Where did these Crochax get so much stash?

## RIGHT FORK

Stay away from the Anemonia tentacles and beat its trunk silly so they retract. Proceed to the next clearing where four vicious Crochax hit you at once. Keep moving and swinging, knocking them all out and gathering four more Pearls. Isn't this a great cave so far?





**4-29.** Remember to keep your distance from stinging *Anemonia* tentacles. Whack the trunk until they retract like this.

Log across the gangway you lowered with the Lycoperdon shot from the left fork. Continue to the last big plateau.

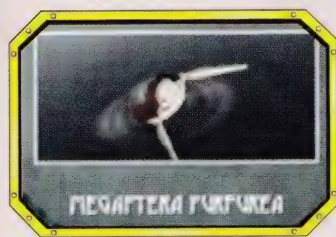
## FIVE FINAL FLYERS

Get ready for the final Crochax swarm. Five of the ugly beasts shriek and bite and die so you can gain Pearls. Remember to mix in Jade's Super Attack occasionally. When the last Crochax goes down, gather up the booty. Man, what a nice haul.

Make the long leap back across the chasm and backtrack to the hovercraft. Drive out into the crater lake under the *Beluga* and press the button indicated on-screen to reunite with the craft.

## SHOOT ANOTHER WHALE

Before we leave the area, let's get a photograph of another remarkable animal species. Swing the *Beluga* around the volcano and look across the seas just beyond the line of beacons that mark the border of "territorial waters." Another large, whale-like creature leaps and dives through the water.



**4-30.** Get a photo of the *Megaptera Purpurea* just beyond the line of beacons near Black Isle.

This is *Megaptera Purpurea*, cousin of the *Megaptera Borealis* you photographed earlier. Get a good shot and send it off to the Science Center. This one's worth a lot of money—2200 units!

You should have well more than 30 Pearls by now. (If not, you haven't been following this walkthrough, have you?) Let's make our last purchase from the rhino brothers.

## MAMMAGO GARAGE

Fly to the roof of Mammago Garage. As you get close, you can press your Action button to land. Enter the back room and purchase the Stellar Motor (on display as a "Space Engine") for 30 Pearls. Exit the building and turn left to reach the *Beluga* on the roof.



**4-31.** Buy the Stellar Engine from Mammago Garage when you get the 30 Pearls.

Now, at last, it's time to focus on your primary mission objectives. Fly the *Beluga* upward until you can press your Use button (as indicated on-screen) to activate the Stellar Motor. Blast off!



**4-32.** Fly upward until you can engage the Stellar Engine and thrust out of the atmosphere.



## SELENE

The trip is memorable in its own right. The moon of Hilys is named Selene. As you head toward this lunar destination, you must dodge asteroids. And on the way you encounter a rare space creature.



4-33. There's Selene, the moon of Hilys, dead ahead. But what's that big blue thing (circled) floating off to the right?

### ITEMS AVAILABLE

Pearls

Materia crystals

### ENEMIES

Alpha Sections

Arachnoblaster

Alpha Fighters

Specters

Evil clones

DomZ Priest

### NEW ANIMAL SPECIES TO PHOTOGRAPH

Megaptera Anaerobia

### PRIMARY OBJECTIVES

Find Pey'j and other abductees.

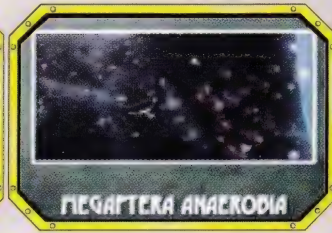
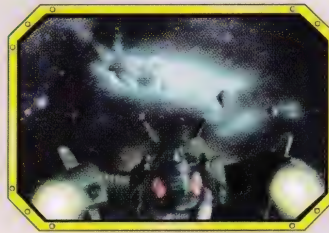
Complete final photo report.

Penetrate Alpha transmitter and broadcast report.

Free the victims from the DomZ priest.

## SHOOT THE SPACE WHALE (THEN SHOOT THE SPACE WHALE)

No, that's not a typo. This is a double-shot task. Amongst the asteroids and other space debris you see a sparkling blue object. If you start shooting at it with your cannon (using your targeting lock feature), chunks of ice start falling off. Eventually it starts to take a decidedly cetacean shape. It's a space whale imprisoned in an ice meteor!



4-34. Blast away ice until the space whale is freed, then snap a photo for the Science Center.

Keep blasting until the whale (Megaptera Anaerobia) is free and completely visible. Time to start shooting with your camera instead. Photograph the amazing creature for your Science Center inventory.

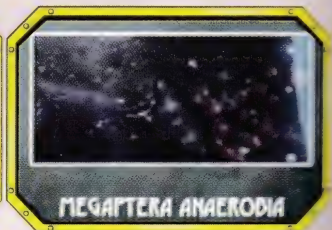
Now turn toward the moon and press the Acceleration button to speed your journey.

## TRANSMITTER LANDING

The game loads a new area as you penetrate Selene's atmosphere and approach the shielded DomZ base. Atop the base you can see the big transmitter. Your next step is to find the transmitter entrance and land the *Beluga* there.



4-35. Head for the transmitter (circled) atop the DomZ base and steer into the blue-lit entrance.

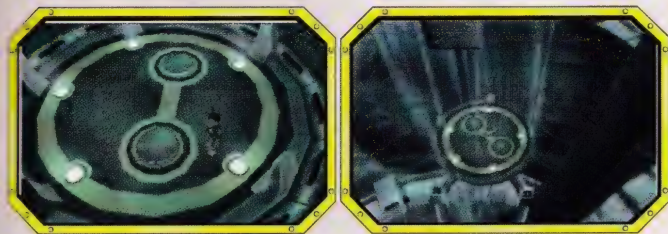




This is an easy task. Just head for the blue-lit hub of the transmitter. Eventually, Double H spots it and the game orients you straight for it. Just fly right in.

## TRANSMITTER ENTRANCE

Once inside, your ship automatically docks and Jade and Double H disembark. Go kick the Materia crates for some extra units, then stock up at the K-Bups vending machine—in particular, buy that Meca-Impulser to boost the Beluga's energy gauge by another wrench. Then take a photo of the nearby transmitter map to get all five levels added to your maps (although maps really aren't necessary in this mission).



4-36. Both circular pressure pads must be depressed for this elevator platform to work. Step on one; Double H gets on the other.

Go through the round, red-lit doorway. Step on one of the two pressure pads on the round platform. Double H steps onto the other pad. This triggers the platform to drop. It's an elevator! You slowly descend into the DomZ base below.

## DOMZ BASE

DomZ architecture relies on light beams to power doors and other mechanism. Exit the elevator room, following the light beam overhead as you move down the translucent green tunnel.



4-37. A powerful beam of light emits from a source in the ceiling and reflects from a mirror atop the pillar just below.



4-38. Power crystals like this one (circled) are light activated. When you direct a light beam at a crystal, it opens the doorway below.

## FIRST PILLAR ROOM

In the next room, a mirror atop a pillar reflects an intense beam of light that drops down from a ceiling source. Your goal is to redirect that beam into several light-activated power crystals over doorways (see 4-38).

Take the following steps:



First, take the mirror from the podium to the left of the light source.



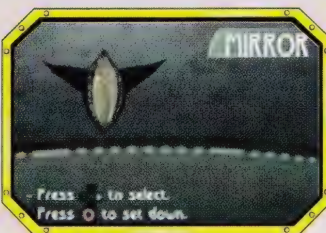
Go across the room and put the mirror on the retracted pillar, which then rises.



Approach the pillar under the ceiling light source and press the Action button. Jade can now rotate the pillar, and thus rotate the light beam reflected off its mirror.



Use the control stick to rotate the light beam counterclockwise until it strikes the mirror you just placed on the second pillar.

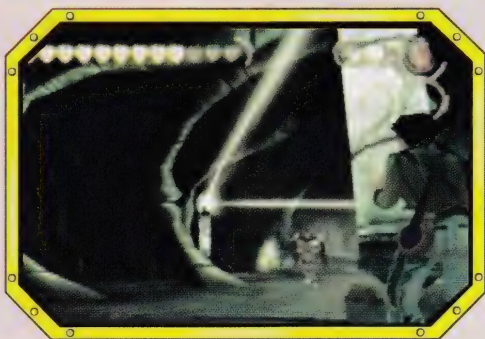


4-39. Take the nearby mirror from the podium.



4-40. Put the mirror on the retracted pillar to make it rise up.





4-41. Rotate the first pillar until its light beam hits the mirror on the second pillar.

- ▶ Press the Action button to let go of the first pillar. Now go to the second pillar.
- ▶ Rotate the second pillar so the light beam hits the power crystal over the doorway back in the Elevator Room (not at the doorway directly across this First Pillar Room—not yet, anyway). This opens the targeted doorway.
- ▶ Return to the Elevator Room and go into the now-opened alcove. Aha! A second mirror. Take it and return to the First Pillar Room.
- ▶ Rotate the second pillar so the beam hits the power crystal over the doorway directly across the First Pillar Room. This opens that door and a second door just beyond. Go through the now-opened passage to the next pillar room.

## SECOND PILLAR ROOM

We'll continue our step-by-step instructions:

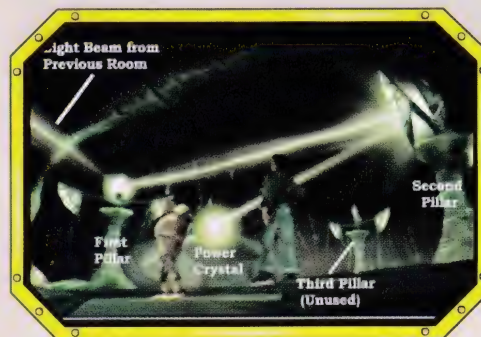
- ▶ Place the second mirror (the one you just nabbed) onto the retracted pillar across the room. The third pillar rises.
- ▶ Rotate the third pillar so the beam hits the power crystal over the doorway across the room. The door opens.
- ▶ Enter that room and smash up the big Materia deposit to gather crystals. (Tip: Fire a disk into the small deposit high on the wall out of melee reach.)
- ▶ Rotate the third pillar so the beam hits a mirror way down the open hallway on the other side of the room. Follow the light beam down that hallway into the next room.



4-42. After you direct light to this room's power crystal, smash up the Materia deposit for instant cash.

## WINDMILL PILLAR ROOM

This room features more pillars with mirrors atop them. But you can't just grab and rotate these pillars. You must use your Gyrodisk glove to fire disks into the windmill-like side extensions atop each pillar to turn the mirror.



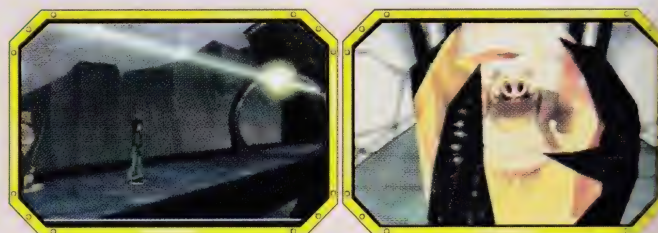
4-43. In the windmill pillar room, set up the light beam reflection this way.

Shoot disks at the first windmill pillar (the one receiving the light beam from the previous room) until its mirror reflects the beam into the mirror of the second (nearest) pillar. Now shoot disks at the second pillar to direct the light beam into the power crystal over the hallway exit doorway (see 4-43).

Exit via the hallway. The game loads a new area: the Cloister.

## CLOISTER

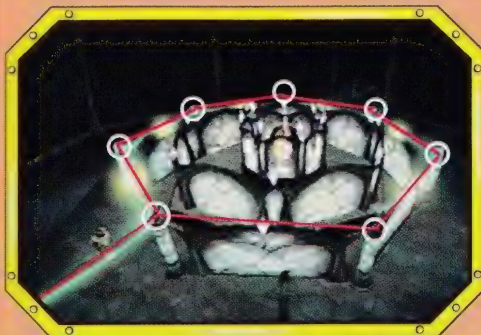
Follow the light beam across the long covered bridge. Both of our heroes find the creepy quiet unsettling. So do we, frankly. Keep going until you reach the odd structure in the next room.



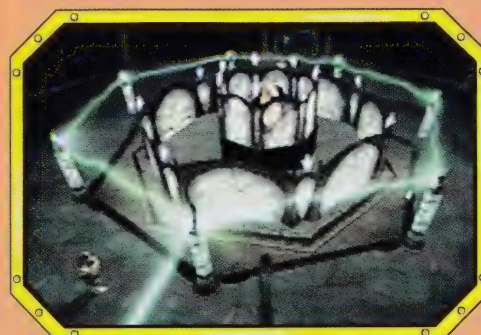
4-44. Follow that light beam! It leads you to Pey'j.

When Jade gets closer, she discovers Pey'j encased in the center of the structure! To reach him, you must lower all three concentric rings of shields surrounding him. Refer to the following sequence of pictures to see how:

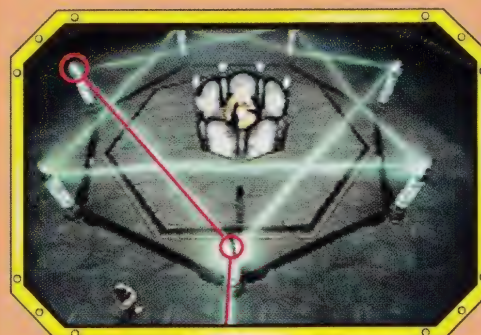




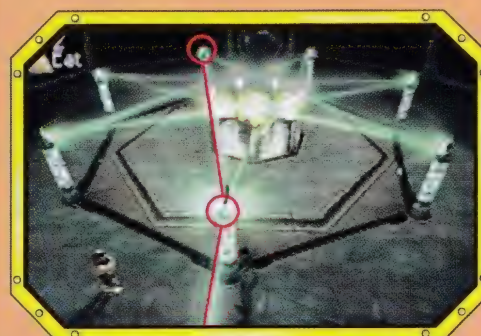
**4-45. Outer Ring:** Rotate the tall pillars so that the beam is reflected through all seven pillars, moving from pillar to pillar in order around the outside ring and coming back to the first pillar to make a complete, connected ring.



**4-46. Outer Ring:** When solved, the outer ring retracts into the ground.



**4-47. Middle Ring:** Simply rotate the source pillar (the one receiving light from the other hall) so the beam hits the second tall pillar on the left (as shown here). The other pillar mirrors are already set up properly to make the complete connection. When solved, the middle ring retracts into the ground.



**4-48. Inner Ring:** Rotate the source pillar so the beam hits the third pillar on the left (shown here). The other mirrors complete the connection and lower the inner ring.

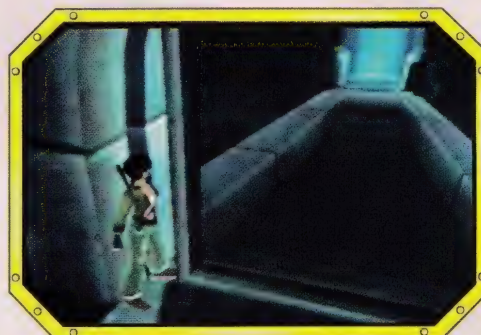
Once the inner ring is down, approach the sealed container and press Double H's Action button so he rams it. Pey'j falls out to the floor. Double H listens for a heartbeat—none. In grief, Jade seizes her uncle's cold hand and promises to come back for him: "I'll bring you back home."



**4-49. The Double H head-butt frees Pey'j...but too late.**

Talk to Double H to get clues about your next task. He says you must find the Great Crypt, where the prisoners may be held. You're also likely to find the DomZ priest who you must photograph to wrap up your report.

Exit the Cloister via the opposite doorway. You can't open the next door, but Jade can flatten against the left wall and slide through a narrow gap between door and wall. Double H can't get through, however. Proceed to the blue transport tube and enter.

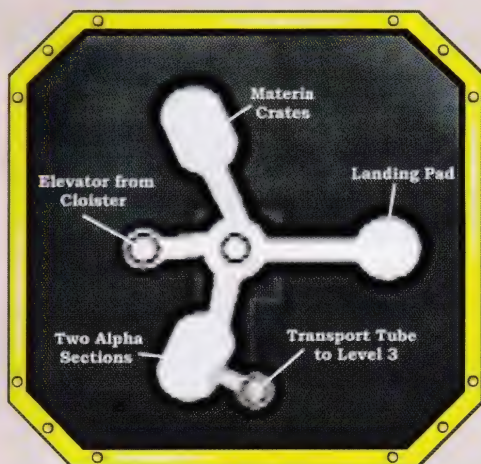


**4-50. Slide Jade through the narrow gap to reach the blue beam elevator.**



## LANDING PLATFORM (LEVEL FIVE)

The tube delivers Jade to landing pad area with three platforms connected by a central hub (see 4-51) which happens to be a lift with three floor switches. Two Alpha Sections guard the transport tube to your right as you step out of the transport beam. You can't sneak past them and, in any case, you want to gather up all the loot on their platform. So time for a fight.

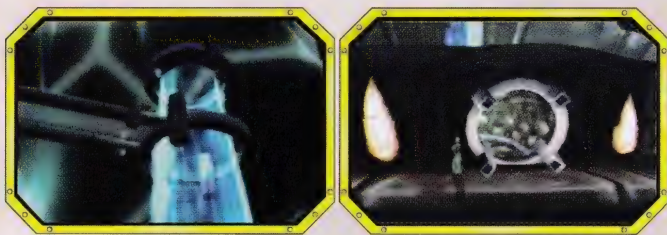


4-51. Here's an overview of the Landing Platform on Level 5. (Note: You will land the Beluga here later.)



4-52. First things first—eliminate those Alpha Sections guarding the next elevator platform.

Make sure your energy gauge is 100 percent. Then try to fire your Gyrodisk launcher into the oxygen tank of the fellow with his back to you. Rush in to engage the other guard, trying to get in one good hit on his tank, too. Keep running around him, looking to flank him for a tank blow.

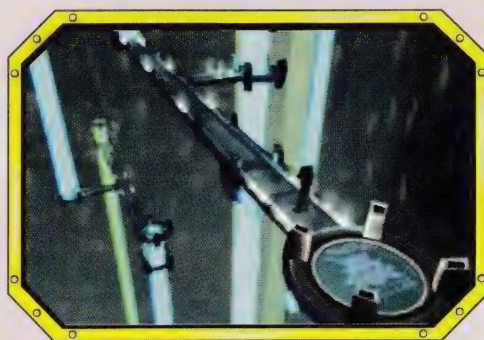


4-53. The next transport tube leads down to a DomZ entry structure on Level 4.

Once victory is yours, loot all of the Materia crates on the two side platforms. Step into the next transport beam and ride the tube down to a low, creepy-looking structure on a platform on Level 4. Walk around the structure and enter the round doorway to reach the Great Crypt access area.

## THE GREAT CRYPT: OBSERVATION POINT

Again, your mission objective is to get a photo of the DomZ activity in their lunar base. What are they doing with all those captives? As Double H suggests, the answer most likely lies in the Great Crypt. To find a view into the Great Crypt you must negotiate a maze of transport tubes.



4-54. Negotiate the transport tube maze to find a vantage point overlooking the Great Crypt. Work your way to that narrow green tube seen here at left.

## TUBE MAZE: FIND THE GREEN TUBE

Start by running straight ahead into the yellow tube, your only choice at this point. This transports you down to a walkway. Look out across the vast cavern at the many tubes. See the narrow green tube? That's where you want to end up.



It's pretty hard to get lost in the tube maze. All routes lead to the green tube eventually.



Listen to the conversation below as you move through the maze. The General comments that the Hillyans are suspicious and kidnappings are getting harder to execute. Then you hear the DomZ Queen say, "Bring me the girl. She holds the power. She is Shauni." Are you listening, Jade?



There are several ways to reach the green tube. Try our way: Move down the walkway and step into the blue tube on Jade's right. Ride it down. When Jade steps off, turn to *her* right (not yours) and ride the next blue tube up. Exit that tube and follow the corridor directly to the green tube, your destination.



4-55. Here's your target—the green transport tube. Ride it down to an access tunnel leading to the observation point where you can take a photo.

## MISSION OBJECTIVE: PHOTOGRAPH "COMPLICITY WITH THE ENEMY"

Ride the green tube down, then enter the access tunnel that leads into an observation chamber overlooking the Great Crypt. General Kehck of the Alpha Sections sits in a hover-chair speaking to a DomZ Priest. Human subjects, including the Lighthouse children, are attached to the walls all around.



4-56. Kehck plots with the DomZ priest in a chamber with human wall ornaments. Take a photo.

Listen for a moment. You hear the General say, "You need me just as much as I need you, Your Excellency." The DomZ Priest coughs and replies, "I feel...the life abandoning me. Profit from the last of my energy...and find me the girl." Then the DomZ starts repeating a pair of phrases in its own tongue, each mentioning the name "Shauni" again!

Take a photograph of General Kehck plotting with the DomZ and send it back to IRIS. HQ urges you to hurry up and broadcast your report from the transmitter. Return to the green transport tube, ride it up, and retrace your route all the way back to Double H.

## CLOISTER

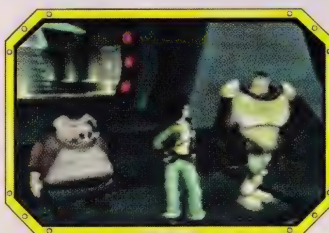
Now backtrack through the chamber where Pey'j lies and return all the way to the long bridge. As Jade enters the DomZ Base, a cinematic is triggered. She gets an email from IRIS stating that Pey'j is alive!

Jade runs back to a reunion on the bridge, and Pey'j tells her he was indeed dead, but Jade breathed his life back into him—she has a prodigious power deep within, one that's always been there. "You're not the one you think you are."



4-57. Pey'j is alive, thanks to Jade's mysterious inner power. Double H urges her to the transmitter, quickly, to broadcast the report.

Now to matters at hand. Pey'j says the only way into the Great Crypt where the children and other victims are held is via the landing strip. He cautions against going in now, claiming a full-scale assault is required, with the full participation of Hillyan forces. Double H suggests you find the transmitter and broadcast your report if you want Hillyan support.



4-58. Your party is now a pretty impressive trio.

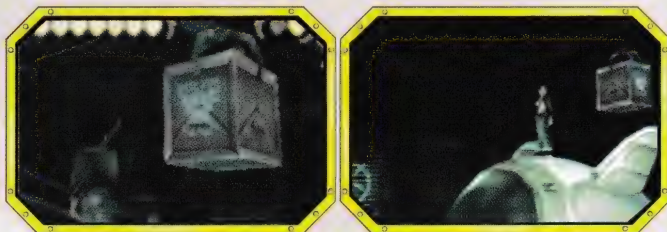
## BACK TO THE TRANSMITTER ENTRANCE

Jade now has two solid companions. Retrace your route all the way back to the elevator with the two pressure pads—the one you rode down from where the *Beluga* is docked. Step onto one pressure pad and press your partner's Action button (either Pey'j or Double H) to get both partners aboard the lift. One of them will stand on the other pad, and up you go.



## TWO CRATE RIDES

When you arrive, cross the landing pad where the *Beluga* sits and press the yellow switch. Above, a loading crane holding a crate slides along its ceiling track to your side of the room. This will be your ride across the room in a minute. Now start climbing.



**4-59.** Climb to the high platform and then (with either partner's help) ride the first crate over to the *Beluga*.

After you clamber up a couple of ledges, turn right and leap across to the housing around the big exhaust fan in the wall. Climb on top of the housing, jump across to the next platform, then jump to hang onto the crate you just moved over on the ceiling track.

Press your active partner's Action button (either one) to have him push the switch below and activate the crane mechanism. It moves your crate right over the *Beluga*. Drop onto the spacecraft and climb up to its highest point. Now what?



**4-60.** Shoot the switch (circled) that activates the second crane arm to set up a second crate ride.

Aha! Look to Jade's right. Another ceiling track runs down toward the platform across the gap. Another crane arm holding a crate hangs from this track. You can see another switch that no doubt activates the crane. Use your Gyrodisk glove to zoom in on and shoot that switch. The crane slides up the track, bringing its crate right to Jade.

Now comes the tricky part. If you jump to hang onto the crate, you can't fire another disk to hit the switch below. So you must shoot the switch first, then immediately return to normal view mode and jump quickly to hang onto the crate before it moves away. Ride across to the far platform.

Now drop to the floor and cross the platform to use the gear wheel that lowers the ramp. Pey'j and Double H rejoin Jade.



**4-61.** Lower the ramp to bring over your partners, then use them on the floor switches to open the security door.

## GUN GAUNTLET

Stand on one of the three floor switches and press your partner's Action button so your partners step onto the other switches. This opens the security door. Now sprint down the corridor as a laser machine-gun opens fire. Dodge its firing track as you run. When you reach the other end, step into the trolley car. It automatically carries your crew to the next location.



**4-62.** Ride the trolley to the transmitter room.

## RADIO TRANSMITTER ROOM (TIMED ESCAPE!)

Go down the ramp and approach the transmitter console. A photonic code display prevents access, so take a photo of the display and send it to the governor. After a few seconds, she sends an email back with the code.



**4-63.** Enter the transmitter room and snap a shot of the photonic code display. Send it off to the governor for decryption.

Enter the code into the photonic code display. Then sit back and watch the cinematic show. (But be ready to run when it's over.) Jade tries to load her photo report into the transmitter, but access is blocked. Fortunately, Secundo takes care of matters, and the report flows to Hillys—where an angry population takes care of matters, too. So much for the Alpha Sections on Hillys...





4-64. Jade can't get her photo report loaded into the transmitter...but Secundo lends a digital hand.



4-65. The Alpha broadcast on Hillys gets interrupted by Jade's photo report...and the folks back home get understandably riled up about it.



But then a new problem arises. General Kehck initiates the transmitter's self-destruct mechanism. You have 4:30 to escape. *Run!*

## BACK TO THE BELUGA

Sprint back into the trolley for the ride back to the Transmitter Entrance. Sprint down the hallway and across the ramp to the *Beluga*. Run to the ship's boarding lift and press your Action button to board. As soon as your two partners follow, the ship exits the docking area.

## SELENE

The *Beluga* rockets out of the Transmitter structure just in time, but you're not free and clear just yet. General Kehck, at the controls of the massive, spidery Arachnoblast, activates a tractor beam that catches the *Beluga* and pulls her back.



4-66. General Kehck pulls the *Beluga* into the clutches of his Arachnoblast mega-ship using a tractor beam.

## KNOCK OUT THE ARACHNOBLAST ENGINES

Open fire on the huge mech-monster! You must disable the Arachnoblast's many, many engines. Regular cannon fire won't cut it. You *must* use the *Beluga*'s targeting-lock mode (again, hold the Action button a second or two and release) to fire tracking shots that seek out the enemy's engines. Avoid the torpedoes, mines, laser beams, and electro-force fields emitted by the Arachnoblast as it drags you along behind it with the tractor beam.



4-67. Get a target lock on those red glowing engines. And be sure to dodge the bad stuff the Arachnoblast sends your way.



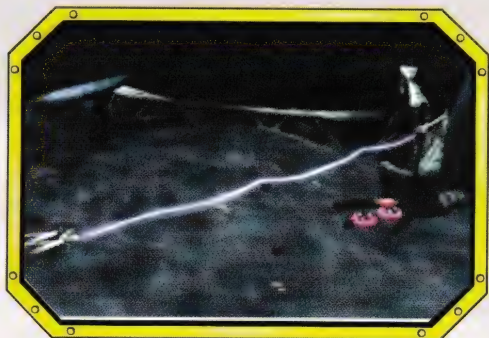
Targeting-lock mode lets you fire tracking projectiles that home in on the Arachnoblast's engines and do not miss. This is a nice feature, obviously. But still you must manually aim well because your cannon's targeting system can't get a lock until you move the green targeting reticule close to a target.

This is a long fight. Scroll to your "Set of Pods" in inventory so you're ready for quick repair, then punch that Use button to trigger repair when necessary. The Arachnoblast has many backup engine systems, so each time you wipe out one set of motors, another set fires up.



Target the glowing engine circles, and *immediately* release the Action button any time you get a lock—that is, when your targeting reticules turn red and “wrap around” a target.

When you finally knock out the last engine, the Arachnoblast crashes into a dark lake...but the tractor beam still has the *Beluga* in its grip! Let's get inside the big spider and disable that beam.



**4-68.** *The Arachnoblast won't let go even after the big ship crashes in the lake. Go in and manually deactivate the tractor beam.*

## GET INSIDE THE ARACHNOBLAST

Press the Drop button to drop the hovercraft into the water below. Immediately, a Torpedo Launcher sends tracking torpedoes after you. And two big Defense Mines block the entrance to the Arachnoblast. Lead the torpedoes right into the mines and veer away (or press the Jump button) at the last second.



**4-69.** *Defense Mines block the entrance to the docking bay inside the Arachnoblast.*

When the torpedoes destroy themselves and the Defense Mines, dock inside the Arachnoblast. Save your game at the Mdisk reader on the dock if you have a memory card.

## FIGHT THE THREE ALPHAS

Scoot carefully and quickly past the severed, swinging electrical cable and proceed down the curving corridor. Up ahead, three Alpha Sections stand guard.



**4-70.** *Three Alpha Sections prowl the route to the control room.*

Rush in to fight them in the open space of the room, rather than waiting for them to come to the narrow corridor. With more room, you can order Double H to ram the nearest guard. Then when that guard is occupied, make a wide run around behind him and nail his oxygen tank. Repeat this process to knock out the other guard(s).

Proceed to the blue beam elevator and step in to ride up to the bridge.

## BRIDGE: GENERAL KEHCK

Don't worry, Kehck is dying and is no threat to you. But he does have some disturbing information. In a cinematic sequence, he describes the purpose of the captives—"we suck them dry of their fluids so that we may live longer"—and claims that the DomZ has been seeking Jade "for centuries." He also mentions her parents. Then he expires.



**4-71.** *General Kehck is in bad shape, but he has some cruel things to say before Jade shuts down the tractor beam.*

Press the yellow switch to deactivate the tractor beam and set free the *Beluga*. Return to the hovercraft, ride out under the *Beluga*, and press the button indicated on-screen to reconnect the two craft. You see a shot of the landing strip, your next destination. It's around on the other side of the massive, mountain-like DomZ base.

## FIGHT OFF THE ALPHA SQUADRON

As the *Beluga* moves toward the landing strip, a huge swarm of Alpha Fighters suddenly roars in to intercept. Start weaving, and fall in behind enemy fighters, using your targeting-lock mode to pick off attacking craft. When you knock down enough fighters, a wing of Hillyan fighters dives in to create a diversion.



**4-72.** *Alpha Fighters try to keep you from reaching the landing strip.*

Now you can head for the DomZ Base landing strip. When you get close, press the Action button to land automatically.





4-73. Hillyan ships take over the battle, which lets you fly to that DomZ Base landing pad (circled).

## RIDE DOWN INTO THE GREAT CRYPT

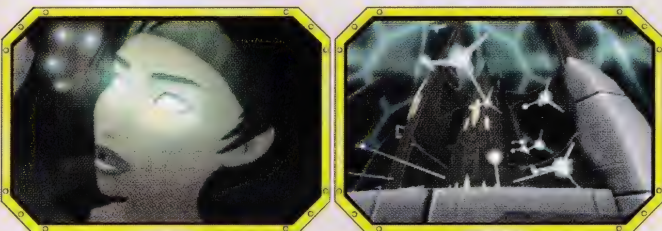
This is the same platform you moved across earlier on foot (see 4-51). Double H points out the "triple-elevator" in the center of the area. He and Pey'j step onto two of the three floor switches. Walk Jade onto the third one to ride down into the Great Crypt.



4-74. Get your team on the three floor switches and ride the lift down into the Great Crypt.

## THE GREAT CRYPT: FINAL BOSS BATTLE!

And then the truth becomes known. The DomZ Priest has engineered this meeting as a kind of reunion—because Jade/Shauri is, it turns out, part DomZ. Then the DomZ priest plucks Pey'j from the platform and announces to Jade his plan to "kill the human part of you."



4-75. Something strange is happening to Jade...or is it Shauri? Meanwhile, outside, the Hillyan fleet is trapped.

Meanwhile, around the DomZ base, the entire Hillyan fleet is suddenly captured in a web of tractor beams, freezing their controls. It's a trap!

But all is not lost. Wily Double H cuts off the DomZ beam with his shield, and Jade comes to her senses. Time to fight. And boy, what a fight. This is the final boss battle, so you can bet the DomZ Priest has a few tricks up his sleeve.



4-76. The DomZ Priest dazzles Jade and releases some deadly forces, including the nearly indestructible DomZ Monster.

## SPECTERS AND MONSTER LASER

It starts with a simple Specter attack, easily dealt with. You should be pretty quick with the stick by now, and Specters break apart with just a few hits. After you clear them away, the DomZ Monster fires a laser-like beam at Jade while the Priest tosses a few green bolts. Shoot disks into the Monster's eyes to force its withdrawal.

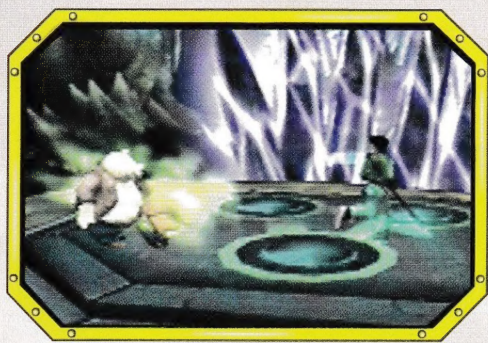


4-77. The first wave is Specters. Then the DomZ Monster zaps you with a laser beam.



## THE PEY'J CLONES

Then things get weird. The DomZ Priest puts up a Materia crystal barrier in front of himself and then produces a handful of Pey'j clones who glow green and attack you! Each Pey'j clone is really two enemies in one—when you defeat one, it turns into a Specter.



*4-78. The next wave is Pey'j clones. Work in tandem with Double H to bat the clones right into the DomZ Priest and the Materia crystal barrier he conjured up.*

You can turn a Pey'j clone into a softball by triggering Double H's hammer slam, which pops the clone into the air. Then use Jade's slow motion swing to bat the Pey'j clone right into the DomZ Priest.

When you finally defeat the Pey'j clones, the Priest snatches up Double H. He's tired of this teamwork. From now on, Jade fights on her own.

## THE DOMZ MONSTER: PART 1

The DomZ Priest raises the water level and confines you to a small floating platform. Then he sends in his A-Team guy, the tentacled, three-eyed DomZ Monster entity. The beast pops up on various sides of Jade, including above her at intervals.



*4-79. The DomZ Monster suddenly appears on random sides of Jade. Strike immediately in its direction, or it deals a lightning-quick blow.*

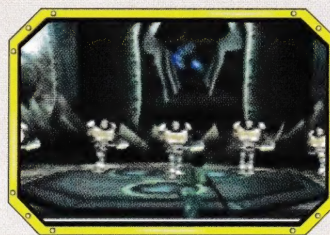
To fight: Simply push the control stick as quickly as possible in the direction the Monster appears while tapping the Action button nonstop. If you hesitate even slightly before pushing the stick at it, the Monster deals Jade a powerful blow.

Once you get the hang of it, you can keep the Monster reeling without taking much damage as it appears on any side of Jade.

But the tricky part is when the Monster appears over Jade's head. You have no attack that can strike it up there, and if you keep swinging or try to run, the beast just drops on you, painfully. Your only option is to start punching the Dive button to dodge sideways. Keep doing so until the Monster moves down to one side of Jade, back within striking distance.

## DOUBLE H CLONES

After you finally drive off the DomZ Monster, the Priest sends in a squad of five Double H clones. These are tough fighters, of course, with their shields and hammers. And when you manage to knock one out, the clone transforms into a Specter to get in a few final licks.

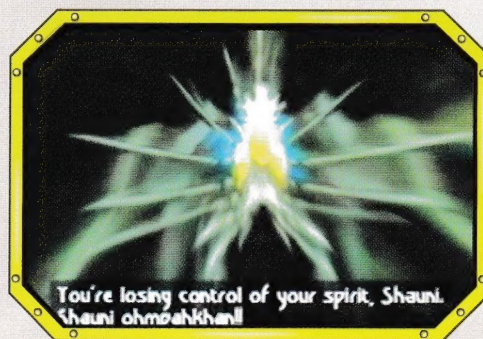


*4-80. The next wave is a quintet of Double H clones. Circle around them, trying to get hits from the flank around their shields.*

Fight them the way you fight the Alpha Sections. Keep moving and circling, trying to get in a blow from the flank to get past their shields.

## THE DOMZ MONSTER: PART 2

Now things get downright crazy. The Priest sends in his DomZ Monster entity again. But his constant mind attacks on Jade are taking their toll, and he claims "you're losing control of your spirit." Now two things happen to Jade's sense of perception that affect the fight.



*4-81. The DomZ Monster makes his second melee attack, but Jade's vision is blurred...and her movement controls are reversed!*



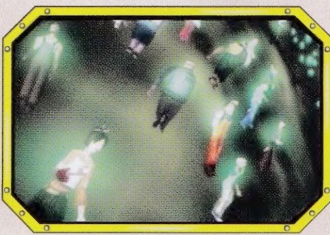
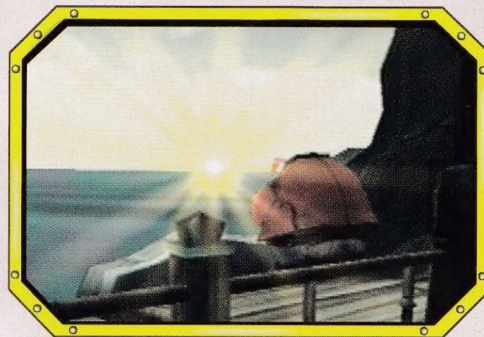
# SELENE

First, the screen gets blurry and psychedelic, making it hard at first (until you get used to it) to pinpoint the direction of the Monster attacks.

Second, Jade's sense of movement is reversed! When you push the stick right, she moves or attacks left. If you pull the stick toward you, she moves away from you. Needless to say, this is very disorienting at first. But pretty soon you get used to fighting with opposite motions.

As in the first fight, Jade is confined to a small floating platform, and the Monster appears suddenly on various sides or above her. As before, when the creature appears overhead, slide and dodge until the beast comes down to one side, where you can strike it.

This is a long, grueling, disorienting battle. When you finally win, you deserve a reward.



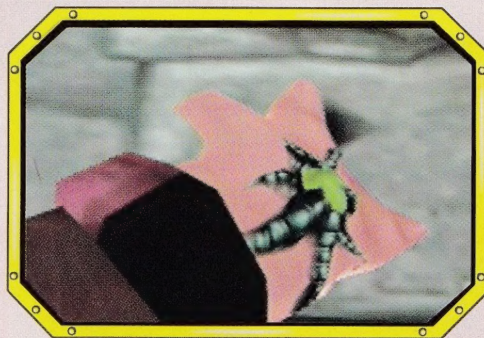
**4-82.** When the monster finally dies, Jade unleashes a mighty power that releases all captives.

## FINALE

And that's exactly what you get.

Watch in wonder as the human captives (including the Lighthouse children) are released and Jade/Shauni's newfound power transforms the Great Crypt into a safe haven.

And here's a final bit of strategy-guide guidance: Be sure to watch the movie that plays under the final credits. At the very end, you catch a quick, disturbing glimpse of things to come...



**4-83.** Watch the credits roll for a final peek at good uncle Pey'j as he watches the sun rise, and then....



# BEYOND GOOD & EVIL™

## OFFICIAL STRATEGY GUIDE

By Rick Barba

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# To Expose the Conspiracy... And Capture the Truth... **ALL MUST BE REVEALED!**

## All 56 Animal Species Locations Revealed!

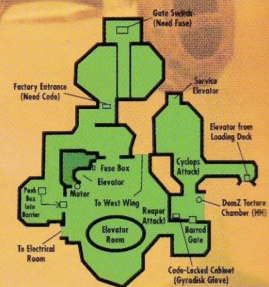
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